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DIPLOMACY WORLD

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DIPLOMACY WORLD is a bimonthly magazine on Diplomacy* edited by Walter W. Buchanan, R. R. 3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is sponsored by Games Research, Inc., and the International Diplomacy Association. Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor, and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD. Subscriptions sell for \$3.00 a year (\$1 discount to IDA members if specifically requested). Single copies are 75¢ each. (Indiana residents add 4% sales tax.) First issue paid pre-publication circulation: 250+.

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I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked to to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already the IDA sponsors the Calhamer awards, publishes an annual handbook on Diplomacy, maintains a replacement player registry and subsidizes the Boardman Numbers as well as the Orphan Games Project.

This democratic group conducts annual elections to determine the members of the Council, the body responsible for carrying on IDA business and services.

In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join, just send \$2 in annual dues to me, the current V-P/Treasurer.

INTRODUCTION

It is with a humble word of thanks that I preface this first issue of DIPLOMACY WORLD. The support from the Diplomacy community is more than could be asked for. Although we had little over 2 weeks after my bar exam to meet the publication deadline, so much material was sent that it was a matter of selecting rather than hunting. We were forced to postpone fine articles by Greg Warden, Howard Mahler, and Mark Weidmark, among others, but we think the content of this first issue is nicely balanced and hope you will agree. We want to give a special word of thanks to Len Lakofka and Allan Calhamer for the invaluable advice they gave on offset layout, and to a very talented artist, Mike Lind, whose work added immeasurably to this first issue. Incidentally, Mike will continue to do artwork for DIPLOMACY WORLD, and is looking for ideas for future cartoons, etc. If you have a brainstorm, why not write him at: 493 Westover Hills Blvd, Apt. 12, Richmond, Va. 23225. I also want to thank the people who have already subscribed and the many kind words they had to say. It was with deep regret that time pressure prevented me answering them.

In the article department, we want to thank everyone that sent in articles this time, and of course, we extend an open invitation for future articles. In fact, now that the capabilities of offset can be utilized, if you have an article with a complex moves situation, why not send in a map illustrating it? See the last season of the demonstration game for an example. We will make the camera-ready diagram if you wish. Deadline for material for the second issue is the first week of April. Of course, the sooner it is in, the better chance that it will be used.

You will notice that the current Hoosier Archives demonstration game appears to be nearing its conclusion. I am therefore now soliciting players for the next game. It will be conducted biweekly in Hoosier Archives and then reprinted bimonthly in DIPLOMACY WORLD. If you feel you are qualified as a participant, the fee is \$15.00 which includes both a continuing sub to DIPLOMACY WORLD and an airmail sub to Hoosier Archives. We also want to try Rod Walker's idea for replacements (see p.18). Anyone is eligible here and it is first come, first served at \$8.00 a slot. Dual sub here, too, of course. Incidentally, for any of you that didn't get in on the first of the current game, I still have a few sets of Hoosier Archives left covering it. Package price: \$5.00. Speaking of HA, there are still almost 50 of you that haven't paid the balance to convert to DIPLOMACY WORLD for the rest of the year. If a figure appears in the space below, that is what you owe. If an "X" appears, this is your last issue until remittance.



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THE ODD THEORY

by EDI BIRSAN

How many times have you heard the old myth that "Naturally, in any well-played game, Diplomacy is a seven-way draw"? The assumptions here are two-fold:

1. Everyone on the board knows the tactical and strategic side of the game inside out and,
2. Each player is of the win-only school of thought in which one must either try for a win or stop all others from winning.

In your average game, none of the above two assumptions holds true and certainly the numerous winners-only games and top-board games have been lacking in draws and the case can be put forth that one of the two assumptions did not apply there either.

But let us suppose on some distant althion, there are 7 players who fit the two critical needs for a "well-played game of Diplomacy" and the fools having nothing more to credit to their existence actually sit down one Sunday afternoon and have a go at it over the board. If that game ends in anything less than a three-way draw, they have violated the basic assumptions that allowed them to be chosen for the game!

In other words, a "well-played" game between 7 top-notch win-only players is a three-way tie at least, and possibly a two-way tie, and definitely NOT a seven-way tie as myth would hold up to light.

The solution to the seven-way draw problem is the "odd theory" touched on in the IDA's handbook article on strategic balance. Starting at the beginning with seven players, the board is continually divided into two distinct warring camps along the lines of an odd breakdown:

- A. Round one: 5 countries against 2, leaves 5 for
- B. Round two: 3 countries against 2, leaves 3 for
- C. Round three: 2 countries against one or draw on strategic grounds.

After round one, the elimination of two countries should leave the remaining five powers with about 6-7 centers each with the powers with the most borders having the additional one piece advantage. Due to the peculiar needs for the progression to work, two of the most popular alternatives for round one would be:

1. The Witch Hunt: F-G-R-A-I vs E and T,
2. The Witch Wish: E-T-A-I-G vs F and R.

There is no hope for the out-maneuvered and clearly overpowered 2 countries faced with a five power attacking block. Trying to suicide against

one power would most likely not work as each of the five powers stands to gain a shot at a bid for mid-game dominance with a 3 on 2 situation and thus would not risk blowing open the five-power alliance by greed.

In the second round, the game gets really tense as the division of the board into a group of three and a group of two gives the smallest edge to the three-power alliance and will slowly grind down the duo until there are but the three left. Once again, it would be foolish for any of the three to risk accepting the temptation of suicide on one of his allies for he would be severely hurt by the loss of diplomatic chance with the remaining power to gain leverage in the end-game situation or Round 3.

When the board comes down to the last three powers of 11-11-12 units, there is a distinct choice here for the game's future. All three can agree to a three-way draw on the grounds that for any one of them to initiate an attack on another would hand the game to the third power who comes into the war last. Thus, the game is a strategic and diplomatic stalemate rather than the more conventional tactical stalemates we are accustomed to.

Then again, there could be an agreement between two of the players to divide up the territory of the third and race for a win over the dying body of the third power. The counter move to this is dumping your units on the lap of one of the attackers and thus swinging the game to a chosen member of your attackers, if you happen to be the victim.

Or, two players can begin a slow and integrated advance on the third power in such a way as to gradually reduce his units and to prevent a suicide by the intermixing of units on the front. Carefully done, this could be arranged to yield in a small percentage of cases a 17-17 draw.

So for those of you who see yourselves locked into the same old large number of draws in face-to-face or through-the-mail games, you might try employing the odd theory early in the game to bring about a trend away from the seven- and six-way draw fest that plagues many over-the-board areas in the country. With players being eliminated more often, maybe the temptation to play for survival in a puppet or strong second case may take hold in your group and lead you down to further new roads of victories and close defeats, but most of all, a change of pace in play.

A FIGHT TO THE FINNISH

by TOM HUBBARD

The Scandinavian provinces consist of four supply centers: St. Petersburg, Norway, Sweden, and Denmark, as well as one non-center, Finland. These five spaces form a distinct, separate, and easily-defended block of centers, control of which is virtually essential to the victories of three players, and virtually unobtainable by the other four.

St. Petersburg and Denmark are the only spaces that may be attacked by armies from the outside. A land attack must therefore be channelled through one of these two provinces. And yet, St. Petersburg only borders on two inland provinces, while Denmark only bounds one. A player whose forces will be composed mainly of armies, then, must send them into this area quickly, or he could easily find his approaches blocked.

Fleets, thus, are essential to the capture of this area. Every land province borders on at least one sea space, while Denmark borders four. Moreover, every space in or adjacent to these provinces, with the sole exception of Moscow, may be occupied by a fleet. A player who finds his land approaches blocked might still be able to convoy his armies into position.

Russia is obviously the most disadvantaged player here. He has only one center in which to build fleets, compared with Germany's two and England's three. He is perhaps most likely to need his units elsewhere, which will in turn necessitate his building armies instead of fleets. He has little cause to ally with either England or Germany, since a pact with the latter would limit his frontier, while an English alliance will require Russia to send armies through the Polish Corridor, dangerously neglecting his Balkan flank. French neutrality is also desired, since a three-way anti-German pact will result in minimal profit and much waste of time in sending the victorious armies elsewhere. Russia has potential in the North, but his advantage will decrease with time. Either Germany or England will wax as the other wanes—or they might be cooperating against France, which means they'll probably take the Russians on next.

The standard anti-English opening of F StP-Bot, A Mos-StP can be expanded upon in the fall with A StP-Fin and F Bot-Swe. If the English have fallen for the feint and supported their move to Norway, they are left with only one build, which makes them strategically vulnerable to the French or Germans. Even if the English do second-guess the move, a fleet built on the North Coast of St. Petersburg can effectively guarantee Norway, can almost insure no further English progress in Scandinavia. If another player in the

South can be induced to prevent English incursions onto the Continent, Russia can then concentrate fully on the Balkans, and worry about Denmark when it suits him.

Of course, there is a serious risk here that every Russian player should know about—namely, Turkey and Austria. The Balkans are inevitably a source of contention, with players quick to take advantage of another's weakness. Perhaps the best tactical complement to the above moves would be a prearranged bounce in the Black Sea, and Ukraine instead of Galicia, so as not to antagonize the Austrians. Tactics alone, however, can guarantee nothing. This set is fairly risky, though safer than some which have paid off, and should under no circumstances be tried unless the Russian is sure he is secure in the South, and that at least one of the other players will have Italy to contend with. Diplomacy, the name of the game, is far more valuable to a player than any amount of tactical skill.

As far as Scandinavia is concerned, Germany is the second weakest player of the three (or the second strongest, if you're Germany). You can, if necessary, build two fleets in home centers second-closest to the action. Your traditional first-year center, Denmark, can be knocked out by a supported attack in 1902 (but then, Russia fears the same). You can better afford to wait, though, if a stalemate can be maintained in the North. If you'd rather soften the French up



first, this can be done--and will help your chances in Scandinavia if you remember to build at least one more fleet. You can probably count on English aid for both of these plans. On the other hand, an attack on England is probably the best way to throw these provinces away. Russia will want to get in on the action, and even if he takes your side, he'll still want Norway. He'll be able to hold it, too, while using the extra unit elsewhere. By the time England's been dealt with, you may be too late to knock out the Russians. An English campaign will build up your navy, though. I don't mean to say that it's impossible to take all of Scandinavia if England is attacked first, but I do believe an attack on England to be the German strategy most likely to cost you Scandinavia.

The first-year opening most favored by the German with designs on Scandinavia is the "Baltic Opening." In the spring, you move F Kie-Bal and A Ber-Kie. The safest southern move is probably Mun-Ruh, as you want, if at all possible, to guarantee yourself a second build. Then, in the fall, send A Kie-Den, F Bal-Bot and A Ruh-Hol. This should give you two more centers, with at least one of them guaranteed. The army in the Ruhr can also drop back to cover Munich--supported from Kiel if absolutely necessary (i.e., if there are unfriendly units in both Burgundy and Tyrolia). Assuming all goes well, though, the armies in Holland and Denmark reassure the English, whose fleet Norway is of obvious value.

The Russians, who have probably opened with the Gulf of Bothnia, are given two poor alternatives for the fall: either Sweden or the Baltic. If they try the latter, nothing moves, but the German gets two builds and can guarantee himself Sweden next year. If the Russians try to take Sweden, they get a build but a supported German attack can take it away, while the fleets in Norway and the Gulf of Bothnia can press St. Petersburg. A second German fleet can cover the Baltic and later convoy units east.

England is usually more willing to work with Germany against Russia than vice versa. Germany can also be of help against France, while the conquered German homeland could easily become the setting for a Russian-French stab. Germany can also be more easily kept under control by the English, and if necessary, England and either Austria or Italy can limit German growth once France and/or Russia have been dispatched.

When England looks at Scandinavia, she sees an "exterior," composed of Norway, the Skagerrak, and the North, Norwegian and Barents Seas. These spaces she effectively controls. But the "interior" spaces, Sweden, Finland, the Gulf of Bothnia and the Baltic Sea, must also be considered. To get from one to the other is often tricky, but there are ways. The three spaces that fleets can

pass through, Sweden, Denmark and Kiel, are certain to be well protected by their owner. Of these three, Sweden is generally the most susceptible. A gullible German may agree to support the English in (in exchange for Belgium, or some such), not realizing that he is eventually going to regret that. An army convoyed to Norway, and then dropped to Finland is another way of getting into Sweden. If the Englishman can time this properly, he can frighten/force the Russians to support St. Petersburg in holding--and not cutting the Finnish support for F Nwy-Swe. Even a single fleet "inside" Scandinavia is of immense value to the Britons--and a serious threat to both the others.

Three coastal centers, two fleets at the game's outset, and an unexposed position give England an overwhelming advantage in Scandinavia. If France and Italy can be persuaded to fight each other, the North is as good as taken.

Both Germany and Russia would be far happier to ally with England than with one another. Germany can cooperate with England in two directions, while Russia can mount a land offensive through Poland while England makes an amphibious attack. Thus, neither of them will get in each other's way.

There are actually two different English openings, both of which are known as the "Churchill Opening." The first is F Lon-Nth, F Edi-Nwg, A Liv-Yor; the second sends Liverpool to Edinburgh. Each of these has its own merits, but I will discuss only the first here, since it adds a modicum of safety to a God-awfully risky fall sequence. This sequence should only be used under at least three of the following conditions: (1) You have paid less than \$2.00 to enter this game, (2) France is being played by Charles Reinse and Italy by Conrad von Metzke, (3) Germany is being played by Buddy Tretick and Russia by Rod Walker, (4) the GM, a seven-year-old, is terminally ill and not expected to last out the month, or (5) (and this is unlikely) you are Edi Birsan.

No, seriously, there are about a million things that could go wrong, and if you get nailed unexpectedly, this plan could leave you pretty badly exposed (if you'll pardon the expression). If Fall 1901 (everybody read for this?), send F Nwg-Bar, and convoy A Yor-Nwy. This give you one, count it, one, build. However, it virtually guarantees you St. Petersburg, and will probably cost the Russians Sweden as well. It also forces the Russians to build in St. Petersburg, which isn't the best thing in the world for England, but which ought to make someone else grateful.

I see the main drawback to this plan as the need for a rock-solid alliance with Germany. If Italy goes for Serbia, the Germans will need to put considerable first-year pressure on France.

REBUTTAL TO THE ILLYRIAN OPENING

by EDI BIRSAN

A Ruh S F Hol-Bel in the fall should, at the very least, keep Belgium open and limit the French to one build. If the Germans do get Belgium, there is a neutral center tucked safely behind the lines for England to take later, plus the added available support into the Channel. One army in Denmark, plus some skillful diplomacy should lull Russian suspicions long enough to swing something up North. Germany can do quite well by this plan, in fact.

The Russians could throw things awry by moving A Mos-StP. This would force England to gamble on the supported convoy. Failing to take the Barents Sea early could seriously jeopardize Norway, the only English beachhead. If the Russians have gone to Finland and built another fleet, the English could be in serious trouble, and must of necessity depend on an attack on Warsaw or Sevastopol to distract the Russians. A German move on Warsaw could be a nice ace-in-the-hole, or failing that, the Turks or Austrians wouldn't be likely to miss such an opportunity.

A French move to the Channel could also throw the plan off, but would not injure the English badly. The army in Yorkshire could cover London while Belgium and Norway are taken, with Russia forgotten for the moment. The English could simply shift strategies and concentrate on France first, while gradually building up in the North.

England can afford to wait and take Scandinavia when he and the rest of the board are ready. The German can sometimes do likewise, but must be much more careful as he may not be able to spare the units to make his move when he wants to. The balance can easily be tipped and spoil the German's chances. Russia can do quite well in an early blitz, but if he tries to wait, his chances fade rapidly as the other two become stronger. Still, Russia must tend to his southern flank first and may not be able to spare the units in time. It is possible, especially for Germany and Russia, for a player to win without controlling all four of these centers, but not likely. A great number of tactical options are possible, both at the game's beginning and at any time thereafter, but essentially they all consist of getting as many units into the area as possible, with heavy emphasis on fleets.



YE OLD BIRSAURON STAB

In November 1971, Hoosier Archives published the Lepanto Opening which started a mad craze to name and create new valuable openings for the various countries. Following in that tradition, we have had the Baltic Opening, the Ionian Gauntlet, the Churchill Opening and a host of the more popular and classical openings moves. Each one outlines in careful steps the various ways to go about a specific national or personal objective in the best style given a certain set of diplomatic relations.

With the appearance of the Illyrian Opening, we see the craze going past its usefulness and disintegrating to a naming fest.

The diplomatic relations for this opening rested on the early Italian-Austrian alliance in 1901-02 with the agreement that Italy was to use the convoy to Syria or the Lepanto Opening to take down the Turks. The Italians are convinced that they must stab the Austrian in 1902 (spring) for whatever reason he holds dear to his heart.

The proposed moves were then, Spring 1902: Italy--F Nap-Ion, F Ion-Adr, A Tun H and A Ven-Tri. It is assumed that Venice will sail unopposed into Trieste.

I hold that this is a less than optimum stab and that the "correct" or maxi-stab would be to substitute: A Tun-Alb, F Ion C A Tun-Alb, A Ven-Tri, F Nap-Apu. This leaves the Italian player in a much stronger tactical position than the suggested moves by Lipton and gives the Italian player an offensive position from which he has the option to make supported attacks against either Serbia or Greece.

These attacks, or potential attacks, on Serbia and Greece give the Italian player greater flexibility in dealing with both Turkey and Russia, a diplomatic position one does not have in the more defensive stance brought on by the move to the Adriatic.

One of the critical things to remember in all stabs, and one can see this in the above example, is that a stab is an offensive move and you must not take a defensive position on the initial thrust if it is to be an effective demoralizing blow. The stab, to be ideal, must hit initially and then continue to threaten and take further centers in the next move to keep the enemy reeling from the blows and forcing him to use a defensive stand rather than a counterattack. This will gain you diplomatic leverage and the elimination of your target. And that's what a stab is all about anyway.

THE ALTERNATE WORLD APPROACH

by ROD WALKER

Diplomacy is a unique wargame. Not surprisingly, postal Diplomacy is likewise unique among PEM games. Its most unique and most entertaining feature is certainly the PR (press release).

PRs can be really dull, too. Many are merely abjurations, or warnings, and statements regarding the game itself. These are sometimes part of an active diplomacy, but are more frequently used in place of it. Reading such stuff is a good way to combat insomnia.

Other PRs try to be more creative. Many turn out to be corny one-liners and other juvenalia. They may get printed, but usually go unread. At least those players are in there trying. (Parenthetically, I have never understood editors who print everything they get. A little judicious bluepencilling would be a great boon to many zines and countless readers. For one thing, it saves us a lot of tedium. For another, it helps establish a zine's character. This was always true of Erehwon, for instance, and of Hoosier Archives. I have never approved of how Carol edited my stuff, but I can only applaud the principle involved.)

Not everybody has a flair for writing. For those who do, the PR is a good medium of expression. The alternate-world approach to your game and your writing promises good fun for you and your readers.

In the paragraphs that follow, I would like to discuss this approach in general terms. I then propose to devote a series of seven short articles to the alternate-world potential of each of the Great Powers. In the course of these discussions, I hope to make a few specific suggestions which the PR writer may want to think about as approaches to his art.

As a background for variations in history, Diplomacy is a "natural." It is set in a situation which was perfectly real, and close enough to our own time so as to be reasonably familiar to the average reader. Furthermore, there is a comic-opera atmosphere hanging over the Europe of the Victorian and Edwardian eras, unlike the real and bloody terror of that epic conflict and the ghastlier horror perpetrated by the so-called "Third Reich" a generation later.

Such a background can yield entertaining results. Almost anything was possible in ante-

bellum Europe. The element of fun seems to me to be enhanced, moreover, if the variations used are within the realm of the possible, in some sense--more on this shortly.

The alternate-world approach to PRs takes into account the fundamental fact of the game--that in every instance of play, World War I as we knew it does not take place. Instead, an entirely different war is fought, with new and shifting alliances and an altered outcome. The imagination can run almost amuck in such a milieu. The result can make good reading--if. That "if" suggests that the entertainment value of your PRs in a game depend on what I will call the three "C's" of PR writing: care, concreteness, and consistency.

It is one thing to invent a new King or Prime Minister or whatever, give him a name which may or may not be silly, and have him do or say a few things which may or may not be ludicrous, and then drop the whole thing. It is another to write PRs which will attract the reader's eye. (You must recognize, however, that not all postal Dippy players like PRs, and not all those who do will like your approach.)

CARE. A really good PR is not something you can just dash off, as a general rule. I can remember a few moments of real inspiration, when something witty tumbled from my typewriter in a matter of minutes. Ordinarily, when I was doing anything in the way of PRs for a game, it took me but a few minutes to do the moves and an hour or more to write the PRs.

The fact is, to do something worth reading takes time. My own method was to sit and brood about what I was going to write and then, when it was clear in my mind, sit down and put it on paper. For others, doing a rough draft or two may help. (And, by the way, there is just no substitute for a typewriter. Even in doing rough drafts, it is quicker and clearer. Do a draft double- or even triple-spaced, and then write in corrections. The result will be a lot better than anything dashed off on the spur of the moment.)

Care may not be a matter of spending a lot of time. It is merely a matter of applying yourself to the task of turning out something worth the effort of reading it, and not throwing something on a piece of paper merely for the sake of

having it there. When you take care, it shows--like the soft and subtle glow of fine wax on good wood. When you don't care, that shows, too--like a lawn knee-deep in crabgrass.

CONCRETENESS. No matter how silly or fantastic a PR might be ultimately, it seems to me that it is vastly improved if it is believable. It does not have to be realistic necessarily, but the quality of the PR should be such that the reader in some way accepts the situation presented as plausible. Two ways of doing this come to mind.

One way is to provide your PRs with background and depth. An easy method here is to key and base the actions of your characters in the actual movement of the game. This relates them to something the players are familiar with and gives them some degree of concreteness. More importantly, there should be some identification of these people with the past, so that they do not seem to spring from nowhere. Finally, and most importantly, they should not be only names, merely cardboard entities; they should be drawn as real people, with personalities and motivations, so that what they do falls within the pattern of the kinds of people they are.

If, for instance, I were to write PRs about a "Pope Pimple III," my readers would be given some idea as to where this guy came from, how he got to be Pope, and how he came to choose a name like that (overaffection in childhood left him with a morbid fear of being squeezed...)--and how come there were two other Popes with the same name, even. Pope Pimple would obviously suffer from claustrophobia, which would then explain his fondness for dirigibles, national expansion, and other things. He would, in other words, have a concrete character and act within that character.

Over the years, some writers have achieved real concreteness in their PRs. John Boardman, in his *Beaucouillon* releases, did an outstanding job, although it must be admitted he had an actual literary work on which to draw. His "Honj the Horry, Emperor of Pollutidar" appeared in many places, and was a concrete character. Terry Kuch's *Hernia* releases, and my own *Poderkagg* things, are other examples. I guess I should mention my Pope Joan II (Lucretia Borgia), who has figured in more releases than I care to recall. A good current example of a concrete character is Edi Birsan's "Madame Edythe," who has seen many maudlin incarnations, each more soggy with wanton emotionalism than the last (but that is in character for her). These, and other characters, were, I think, memorable for those of us who followed their various doings because they gave us something to hang on to in a literary sense.

The other road to concreteness is plausibility. Countries and areas have certain characteristics which are associated with them. PRs which take these into account and which use them to advantage will be more striking than those which do not. One could write, for instance, at great length about a Turkish Prime Minister named "Sam Brown," who is a WASP, and perhaps even provide him with character and some concreteness--but it is difficult even then to accept him as even approaching reality because he does not fit his milieu; he does not seem Turkish. On the other hand, PRs setting up the rulers of Turkey as Byzantine Greeks have been written. These may not be "realistic" from an historical point of view, but they seem real because of the Byzantine background (long since passed) of the country.

The more plausible, probable, and possible your PR situations seem, the more concrete they will be to the reader. That does not mean that they cannot at the same time be wildly improbable. The advent of anyone like my Pope Joan is a near-impossibility. However, reaching back into the past of Italy and the Papacy, and projecting forward in time a new branch of the Borgias who operated in the best old family traditions, it was possible to create for Joan II a background which made her seem possible. Once the reader accepts



Joan for what She is, then any of Her exploits take on the sweet glow of reasonability--even Her penchant for dipping people who displeased Her into vats of boiling cheese (thus making each one persona au gratin).

CONSISTENCY. No matter how clever it is, one release is just that. It is read and probably forgotten with last month's Playgirl. Really outstanding PRs--from my point of view, at least--are those which follow a consistent pattern.

The most difficult achievement with PRs is to create a series of them which runs throughout a game. The same character(s), together with some sort of plot or connective tissue, run through such a series. It may or may not follow the action of the game itself, and it may or may not interact with the releases of other players.

I've seen games with this sort of interaction. Game 1966AA in Graustark was, for me, a real high point, and had the players, the GM, and even outsiders writing releases. I understand the "dirty press" games in Costaguana, currently, are getting much the same sort of goings-on. Such games can be tremendous fun--for the players and for the readers--because the competition between writers can lead to some real effort being put into the releases. The results will be several months of entertaining reading.

The terrible thing is that these sorts of fireworks can't be organized in advance. We've tried it in the past. Several "PR" games have been organized, drawing on some of the recognized masters of the art. All those with which I am familiar turned out to be, alas, flops. The PR war--which is often hotter than the military one--is like Topsy, something that just grows. Writing a consistent, or even consistently good, series of PRs will not guarantee that sort of interaction you need. Even interacting with the PRs of others will not insure that they will react back at you.

The moral there is not be get discouraged. If you enjoy writing PRs, just hop to it in every game. The time and effort you put into it will pay off in the long run and there will come a time when you will be participating in a game whose every season you await with anticipation and delight--not because of the game so much as the PRs. Those who have had that happen to them in a game can tell you that there is no experience like it.

With this introduction, I would like to turn to each of the seven Great Powers in turn. In a series of articles, I plan to examine each of them from the point of view of what possibilities and probabilities are inherent in that Power on which the PR writer can draw.

There now, wasn't that better than another stupid old tactics article?

WHEN IS A STAND-OFF NOT A STAND-OFF?

by STEVE BROOKS

Consider the following positions:

England: F Mid, F Iri, A Wal
France: F Por, F Naf, F Tun
Italy: F Lyo, F Tyr, A Nap
Turkey: F Ion

And consider the following orders:

England: A Wal-Spa, F Mid C A Wal-Spa (d), F Iri C A Wal-Spa
France: F Por S F Naf-Mid, F Naf-Mid, F Tun-Tyr
Italy: A Nap-Spa, F Tyr C A Nap-Spa (d), F Lyo C A Nap-Spa
Turkey: F Ion S FRENCH F Tun-Tyr

In the 1971 Rule Book, Sec. XI, Retreats, it reads in part, "The units may not retreat...to a space which was left vacant due to a standoff on the move."

Section XII, The Convoy Order, #3, says, "If a fleet ordered to convoy is dislodged (as were English F Mid and Italian F Tyr) during the moves, the army to be convoyed remains in its original province and has no effect on the province." Thus, it can be seen that neither EA Wal-Spa nor IA Nap-Spa were true attacks when the Rule Book is examined closely. Note that they were legal orders for an attack, but all the requirements were not met.

But now you say, "What is the point of this article?" Well, I'll show you. Note carefully the dislodgments of IF Tyrrhenian and EF Mid-Atlantic. Assume for the time being that IF Tyrrhenian retreats to Tuscany. Consider the situation facing the EF Mid-Atlantic--two of its choices of retreat are Spain(sc) and Spain(nc). Since EA Wales and IA Naples did not make true attacks, there was no standoff in Spain and it is open for the retreat of EF Mid-Atlantic.

Add these units: England--F Gas, and Italy--F Wes. And add these orders: England--F Gas S A Wal-Spa, and Italy--F Wes S A Nap-Spa. Both offer legal, uncut support and yet, EF Mid-Atlantic can still retreat to Spain.

However, if these orders were made: England--F Gas S F Mid and Italy--F Wes S F Tyr; then the convoy(s) is (are) not disrupted and the attacks are "true" and there is a standoff and no one gets Spain.

So again, what is the purpose of this article? First, all players should read the Rule Book carefully and understand the various situa-

tions that can arise. Learn to check the adjudication of all the moves. GMs are only human; they can make mistakes, and besides, it is the job of the player to check all spaces available for a dislodged unit, not the GM. Players should know what an attack and what a standoff consist of.

Many other interesting situations can arise from dislodgments. Consider this: a dislodgment, if properly planned for, can become a move that cannot be blocked.

Situation: England: A Yor, F Eng, F Bel
Germany: F Nth, F Hol

It is a fall move and Germany needs to get a center. If Germany orders GF Nth-Bel, supported by F Holland, and EF Eng S F Bel, then there is no change.

But consider this; suppose the situation is such that an attack on Belgium won't work, i.e., England has A Picardy and Germany wants to make a viable attack on England, who must move north for action vs. Russia. Knowing England is going to order F Eng-Nth supported by F Bel and A Pic S F Bel, Germany should not, repeat, not order any of these moves:

GF Nth-Bel Supported by F Hol,
GF Hol-Bel Supported by F Nth,
GF Nth-Lon or Edi, F Hol-Bel,
or even GF Nth mutually supports F Hol.

What Germany can do is: F Nth H (d), F Hol H.

You should consider what England is going to do with A Yorkshire. He will most likely order it to London or Edinburgh to attempt to bounce GF North Sea.

If England orders F Eng-Nth Supported by F Bel, or F Bel-Nth Supported by F Eng, A Pic-Bel, and A Yor-Lon or Edi, then the German moves of F Nth H (d) and F Hol H pay off very well for Germany. He can retreat to either London or Edinburgh, whichever England did not cover with A Yorkshire. There are those who would say that GF Nth H (d) and GF Hol-Bel work even better against EF Bel-Nth supported by EF Eng because Germany can pick up Belgium and London or Edinburgh. But who would believe that England would leave Belgium uncovered when he already were in danger of losing a center. Please don't write and tell me that EF Eng-Lon and EA Yor-Edi cover all because this is an exercise on what to do with a dislodged unit and how to plan ahead. Also, since I stated in the beginning that England was attempting to move north for action vs. Russia, the situation could become:

England: A Edi, F Lon, F Bel, A Pic, A Nwy

Germany: F Hol, F Nth, A Ruh

Russia: A Fin, F Swe

and England will be losing Norway and Belgium in the very near future.

DIPCON VII

Attend THE Diplomacy event of 1974! On August 16-18th, DIPCON VII will be held in Chicago. As of this date, all that follows is tentative, but you should make plans now.

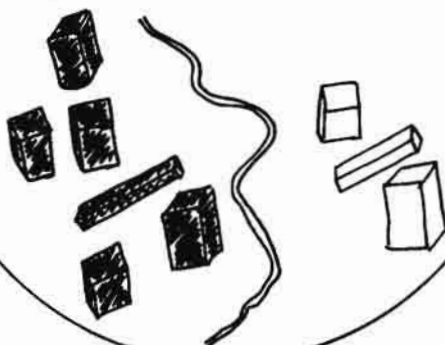
The DIPCON is being organized by Gordon Anderson (Viking Systems, Suite #834, 24 N. Wabash Ave., Chicago, Ill. 60602) and all communications should be sent to him. Viking Systems and IDA will probably co-sponsor the convention.

There will be a 3-round, open, seeded Diplomacy tournament (a \$7.50 entry fee for all three days) with a scoring system that is being worked out with the aid of Allan B. Calhamer. Generous prizes will be given. There will also be a miniatures, Fletcher Pratt, and WWII armor tournament with a \$35 entry fee for 6-man teams.

As of now, DIPCON VII will be held at the La Salle Hotel with rooms for \$22 single/\$25 double and 4-man dormitory rooms for \$8 a day. For all the above, write Gordon for advance reservations. Gordon also solicits ideas and suggestions.

DIPLONAUTS:

"ONE FOR YOU AND ONE FOR ME,
ONE FOR YOU AND TWO FOR ME,
ONE FOR YOU AND...."



VARIANT DESIGN--MIDDLE EARTH V

by LEW PULSIPHER

Walt has agreed to print a complete set of rules and a map for a variant in each issue of DIPLOMACY WORLD. I will select the material from whatever is submitted to me, and prepare it for publication. As of this writing, neither Walt nor I know for certain what printing requirements are, but most likely they are as follows. The map, in black ink on white paper, can be printed 8½" x 14" without reduction, or a 12" x 20" original can be printed reduced. Unless you want to have me mess with the map (and you can see from the map in this issue that I'm no artist), it is best to submit it ready to print; if possible, it ought to be mailed flat to me. The rules will have to be retyped anyway, so any format is acceptable so long as it is clearly legible, and so that there is room for editorial corrections (ie, no single spacing). In general, I will ask a designer to rewrite parts of the rules, and perhaps work more on the board, so the initial submission need not be in impeccable shape (unless you have plenty of confidence...). If no good variant is submitted, I will choose for reprinting a good, old variant which is not generally available, or a European-designed variant not available in America.

I will cover this subject later in greater detail, but I want to say a few things now about variant design. First, you should always have specific reasons for designing a particular variant. You should be able to list the objectives that you pursued in your design, as well as reasons for choosing those objectives. The only reason you can have for "just designing a variant" is practice, and rarely will one of these practice variants be good enough for publication in DIPLOMACY WORLD. When you design the variant, stick to your objectives. You are designing the variant, it should not design itself.

If possible, you should choose a set of objectives that will result in a unique game. For example, if your objective is to design a seven-player game in Europe of the same period as Diplomacy, you've just selected the same objective as that of the regular game, and most likely the result will be a waste of effort. If you add that you want to make the movement mechanics and map more realistic, then you might come up with a

fine variant like Fred Davis' Abstraction. The worse thing you can do is to simply hunt down a map of some area, split it into provinces and countries, use the regular rules, and call that a good variant. It is much more likely to be a junkheap. This is the sort of thing you can do for practice in drawing maps and in balancing a game by manipulating borders, but it is a waste of time for anyone but the designer. (Exception: you may choose a scenario which is extremely interesting in itself, such as Middle Earth--but you'll note that even the Middle Earth series variants are more than simple map-replacements.)

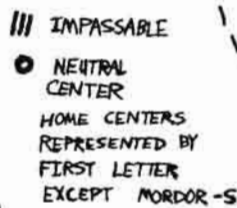
When you choose your objectives, one of the things you'll have to decide is whether you want to design a good variant or a popular variant (sometimes a variant is both, but more often it can be only one of the two). If you want a popular variant, you'll have to keep it simple. If you want a good variant, then your objectives may force you to design a relatively complicated game which cannot possibly be very popular.

Now I intend to select variants for publication that are unique in at least one respect, and hopefully more. I will be much more concerned with good variants than with potentially popular variants, because many of the latter are already generally available. Each variant must include a list of objectives of the designer, and if possible, an exposition by the designer concerning what he expected to achieve, why he selected the listed objectives, whether he is satisfied with the result, what transformations the game went through before reaching its final stage, etc.

In other words, I am trying to introduce a little organization into variant design. Heretofore, I think, most designers have designed by intuition. This is fine if the designer happens to be an exceptional player, and most good designers have also been good, experienced players. But the average player who wants to design should have a better framework than his intuition.

Middle Earth is the world created by J. R. R. Tolkien in his novels *The Hobbit* and *The Lord of the Rings* trilogy (LOTR). I have been associated with Middle Earth Diplomacy IV (ME IV) for a

BY LEWIS HULSIPHER



number of years, first as a player and later as a proponent of the game. In observing FTF games of ME IV as well as the four postal games which have begun in the past two years, I've noticed that the game is not well-balanced. Angmar is invariably crushed by Arnor and Rhovanion if the latter two are played competently. Harad, Gondor, and Mordor get into a three-way battle in the south. Harad is somewhat like Turkey in the regular game and the other two often join in attacking it. Unfortunately, Mordor's rear is open to Rhovanion, which is the strongest country, and Harad is too strong defensively to be eliminated quickly. The northern sphere winners can come south before the southern conflict is resolved.

I considered redrawing the ME IV map in order to correct these problems, but I decided that designing a new game would be easier and cleaner. At the same time as I eliminated, as best I could, the separation into spheres and the imbalance of ME IV, I could try a couple of other things. My objectives were:

1. Design a Middle Earth scenario game of the balanced type (as opposed to Third Age, etc.).
2. Use an odd number of players to promote the conflict of unequal forces in early and mid game (to prevent early stalemates of 3-3, 2-2-2, etc.).
3. Reduce separation into spheres and further promote fluidity.
4. Use terrain effects and, in general, attempt to more accurately reflect an actual situation in the history of Middle Earth so long as other objectives were not compromised.
5. Renew interest in balanced Middle Earth games (ME IV and ME II were designed more than five years ago).

I found, as I expected, that semi-Anarchy style starting positions helped fulfill 3 and 5. By searching through the appendices of TLOTR before I began the design I found a situation which could be depicted in a game, not with great accuracy, but with considerably more accuracy than any other Middle Earth game has shown. I am not the first to use mountains; I think the experiment is worthwhile as well as adding a bit of "realism" to the game.

The double Dwarf center seemed a necessity both mechanically and historically (though historically Erebor would have been a better choice). The three Mordor units are impregnable; this was unintentional at first, but I see no reason to change it, and it seems historically accurate. I have played this game a number of times solitaire --which is a good method for finding some errors and testing balance--but I have not been able to play-test it with seven players. Most of the work was done last summer, but I set the game a-

side so that I could come back to it with a fresh outlook.

The scenario is Third Age 2750. Sauron is in his fortress of Dol Guldur; the Ring-Warriors are in Mordor. The Men in Fornost represent the remnants of the lost realm of Arnor. In 2740, Orcs renew their invasions of the north (Eriador) and in 2747 an Orc band is defeated in The Shire. In 2758, Rohan (in this game represented by Anorien) is attacked from west and east (represented as well as I could by the Angmar center in Dunland). Throughout this period, Mordor and the men of Rhun and Harad (including the Corsairs of Umbar) continue their attacks on Gondor. In 2770 Smaug the Dragon descends on Erebor and Dale.

And so the war goes on. Obviously I have not been able to recreate this situation as closely as I might have, because "history" must always be subordinated to game balance. One could just as accurately count by two's or by five's of years as by one's (2750, 2755 instead of 2750, 2751). (Dates and events from the appendices to TLOTR.)

Lewis Pulsipher, Box 1021 Graduate Center,
Duke U., Durham, NC 27706

MIDDLE EARTH DIPLOMACY V

1. All 1971 rules of Diplomacy apply, with the following exceptions.
2. A fleet in a coastal space may be converted to an army in any move-season (spring or fall) unless it is attacked in that season. It may not move or support in that season.
3. An army may be converted to a fleet in any move season if it is in a coastal supply center, unless it is attacked in that season. It may not move or support in that season.
4. Borders which are all mountains are impassable, except through passes indicated by single lines.
5. Iron Hills is a double center for the Dwarves only, and a single center for others. At game start, two Dwarf armies are in Iron Hills, but one must attempt to move out each season until it succeeds, and thereafter Iron Hills may be occupied by two units due only to a build or builds therein when no other Dwarf home center is open.
6. A player wins when he has 20 units on the board.
7. Players are Dwarves, Elves, Men of the North, Angmar, Harad-Rhun, Mordor, and Gondor. Game begins in Third Age 2750.
8. Each player begins the game with four armies.

(If you would like a copy of the map in un-reduced form, send Lew 10¢ and a stamp.)

THE GREAT LAGERSON DIPLOMATIC EXCUSE CONTEST

by DAVID LAGERSON

All of us, at one time or another, have gotten into THE WORST possible position in Diplomacy. I don't mean drawing Italy with Austria, France and Turkey going to three players you stabbed last game. It's worse even than entering a postal game with 6 other unknowns named Birsan, Ver Ploeg, Buchanan, Beyerlein, Pulsipher, and Walker. Worse than this, THE WORSE position of all is leaving the house at 9:00 A.M. having finished the dishes and vacuuming, telling her that it will be a "very short game," and returning helplessly at 3:00 A.M. the next morning. This, as we all know, is ABSOLUTELY THE WORST position of all in the whole game of Diplomacy.

In between dodging the first plates and the trip to the emergency room at the hospital (alone, by yourself, on foot, locked out of the house, bleeding), we have all, at one time or another, managed a moment of brilliance to save our married (or engaged) skins. Some are clever and even managed to stop any projectiles from flying at all ("My dearest, most lovely, my sweetest one, I made it--pant, pant--We were hostages in the bank robbery--cough, cough--you'll see it on the news--pant, pant--and I alone managed to survive as the police shot their way in--cough--and I shunned a ride to the station so that I might--cough, pant, cough--fly to your arms. Your presence means more to me than life itself..."). If not well done, the breakage can be tremendous (in heads as well as glassware).

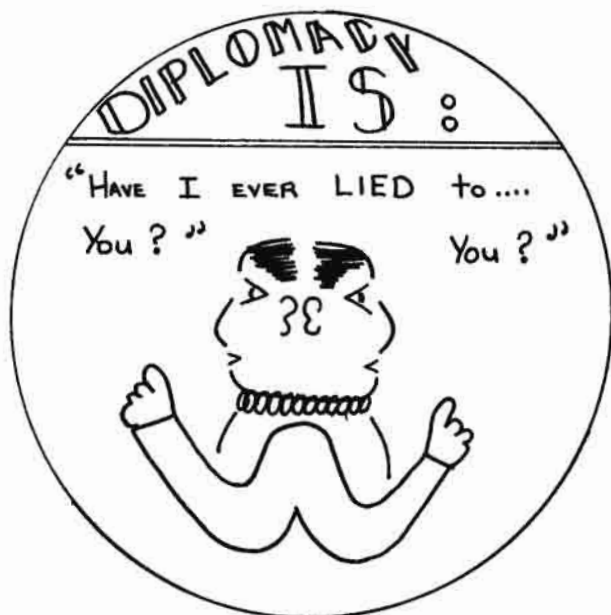
Some try to buy their way out (opening a door with flags of truce, a credit card to her favorite store and a bunch of roses). This can be even more expensive than the previous method. Some even stoop to the truth ("Well, ah...I was ...you see...ah...England and...ah...I had an army in Norway and an army in Liverpool and...ah...well, nobody would attack me...and the guys, ah...threatened to break both my arms if I dropped out so...ah...that's how I happen to be...well...this late.....please put down the plates...").

There are some who even might gamble and, hoping to change the subject, mention that it is at least better than another woman. However, we find that this method requires that the user be very well informed about the emotional makeup of the woman (or wife) in question, or this may be even more costly than any of the previous methods

as divorce lawyers are more expensive than a whole cupboard of dishes.

Now, all experienced players have an excuse or two up their sleeves. Even I, with but a year in the game, am not totally unprepared for such occasions. But what about the true novices? What are we going to do for them? Thus, the purpose of The Great Lagerson Diplomatic Excuse Contest shall be to give the novice the most important tactical weapon of them all--how to stay alive when you return from the game. So I am asking all of you pro's out there to dig deep and send in your best. There may even be a prize given. Perhaps a free Blue Shield membership, maybe a divorce lawyer's handbook, or just flowers for the funeral.

The winning entries will be published (with



Walt's approval) and, depending on the response to this one, other contests may be in the offing; How to Fool Friends into Their First Game; Ways to Avoid Having to Interrupt Full-Time Diplomacy Playing for Work; The Best Defensive Positions in Diplomacy, Using the Box to Fend Off Attacks; and for the wives (inferior, lower beings that they are) ((The Diplomacy Widows Association is going to make you an offer, Dave, that you won't refuse! CA)), Wacky Wifely Whims, or How to Screw Up a FTF Game by Moving Just One Piece While They Are Having Coffee; When I First Began to Hate His Typewriter; How It Feels to Burn an Original Graustark No. 1; and others. ((I'd love to burn an original Graustark No. 1...and 2...and 3..CA))

Now that you see what is coming, get busy and think. If I find that there is really an interest in this, and a need within the hobby, I will publish my own book entitled Diplomacy Whirled (the TRUE strategy of Diplomacy). Now get busy writing before she smashes your typewriter again. And to the Inferiors: Dippy Wives Association, BEWARE. I sure hope Sheila doesn't read this! ((Sheila is being sent a copy of this issue, compliments of the DWA. CA))

A

DIPLOMATIC AFFAIR

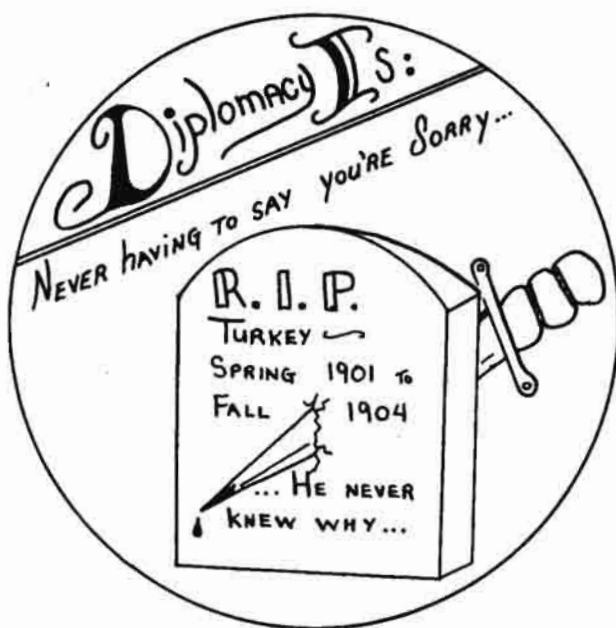
by TALLYRAND

(As the basis for this article is factual, rather than a product of the author's imagination, he has chosen to write under a pseudonym for reasons which will become apparent.)

It is inevitable that as any special interest activity, such as Diplomacy, increases in popularity, it attracts an increasingly diverse group of participants whose primary reason for participation may be considerably different from that of the founders and early members of the group. (A political campaign is another good example.) This is usually a source of extreme irritation for the purists among the group members, but it is a process, which the more broad-minded understand, that entails as many benefits as disadvantages. The advent of DIPLOMACY WORLD is a signal that we must acknowledge the increasingly heterogeneous character of that world and understand that postal Diplomacy is a forum for more than just a popular version of conflict simulation.

As any single male will admit, a subject of inexhaustible conversation when men gather together is "where does a guy go to meet really fine women?" This quest has been considerably eased in the recent past by the discovery and exploitation of a thriving singles market catered to by singles bars, clubs, tours, parties and apartments. For the garden-variety stud operating on the lay-a-day installment plan, the question is irrelevant; for him it is Paradise Found. But a post-Playboy man finds that the women who are so easily available fall into two groups: either they are rather desperately searching for a husband, or they are neurotically incapable of sustaining a meaningful relationship. So the question remains.

My personal suggestion, without any guarantees but my own proven example of success, is to



try Diplomacy.

To be honest, I took up the hobby of postal Diplomacy for all the usual mundane reasons. I fully expected to find it 99% male participation. Thus, I reacted with a mixture of incredulity and alarm when the list of players in my first game included one who went by the name of Fran. Well, of course, Fran could be Francis, I reasoned, so not to worry, but the first letter from this person suggested, but did not confirm, a feminine disposition and moreover the signature hinted strongly of a round, tidy feminine hand.

Aha! thought I, this could develop most intriguingly, and as we were neighbors on the board I went about courting her (him?) as an ally and, more, as a personal friend. But how do you go about asking a person what sex he/she is? The direct approach seemed crude, so I loaded my letters with all sorts of subtle allusions which were calculated to flatter a woman but not cause too much offense if in fact directed at a man. (Now, that is diplomacy!) But although we developed a remarkably friendly correspondence, sharing our views on a variety of topics, the bitch/bastard never did actually confirm or deny that he/she was a man/woman.

And then it stabbed me.

No revenge seemed strong enough. I sought out all the aid I could muster for a holy war, but all the players wrote back, "What makes you sure Fran is a woman? We have been trying to decide among ourselves, but we still have not figured it out." To this day, I do not know the answer, and being a reformed chauvinist, I scrupulously refrain from making that judgment on the basis of Fran's abominable lack of playing ability. But the suspicion was planted in my mind: beware of the female of the species Homo Diplomaticus.

So I was on my guard when, a few games later, I found the name Mary Lane on the list of players for a new game. At least the first question was settled; if this were a man, I was giving up Diplomacy for macramé. Once again we were neighboring countries, so I cautiously approached her for an alliance, and let drop a few casual observations on the current status of women to see if she had any interest in adding friendship to alliance. (Despite previous setbacks, I still believe the best basis for a strong alliance is a concurrent personal correspondence.)

Back came a letter on personalized stationery: Mrs. Mary S. Lane. Whoops! Better tread lightly there. The DWA isn't accepting widowers yet, to my knowledge. But the letter was friendly...in fact, quite friendly...in fact, more than friendly.... So I decided, what the hell, here I am in Seattle and there she is in Los Angeles,

what harm in flirting a little. It sounded unlikely that Mr. Lane was ever going to see these little witticisms of mine. He didn't even play Diplomacy, the dullard. Mary, it turned out, was a woman with a lot on her mind; and with a wonderful way of putting her thoughts into words.

As it happened, about that time a relative of mine moved to Los Angeles, and I mentioned to Mary that I might go down the coast for a visit. "Wouldn't it be marvelous," came the reply, "if we could meet for a few hours in a cozy, dark restaurant over a bottle of wine?" Wouldn't it indeed, thinks I. Without indulging in irrelevant and highly subjective details, suffice it to say that we found in each other a wealth of mutual interests to which the limitations of postal Diplomacy simply could not do adequate justice.

As I write this, I am also in the process of relocating in a new job and new apartment in Los Angeles. I was ready for a change of environment anyway, and no other location offered such compelling justifications for making a choice as did the home town of Ms. Mary Lane. Oh, she is still a happy wife and mother, and her husband and I are on cordial terms. But were you to inquire why she was so very happy these days, you would just get a sly smile and sparkling eyes, and you would know that this cat wasn't wasting any time swallowing canaries.

So we see that the hobby can indeed be the scene of games other than the conflict genre. Obviously there are practical difficulties in directly utilizing Diplomacy for bringing men and women together, such as the practice of refusing to allow more than one player per state per game. Not that I advocate a movement toward alleviating the obstacles. It is all part of playing the game for each person to get out of it what he seeks. I do not expect, really, to see large numbers of men or women flocking to the game for the purpose of meeting swinging Dippy freaks. (Not that the idea is really so far-fetched as it sounds. Ever hear of chess groupies?) I simply feel that the time has come to open up the game to a broadened range of topics for consideration beyond the latest Italian opening, successful stalemate lines and the updated ODD or Broddingnag rating list. It would surprise me somewhat if mine were the only case of a Diplomatic affair, and I would be glad to see others relate similar experiences in DIPLOMACY WORLD. Perhaps I can talk Mary into revealing the woman's side of the issue someday.

I can honestly say that I would not be where I am today were it not for Diplomacy. But please, Walt, don't send Mr. Lane a complimentary copy of DIPLOMACY WORLD. It would mean the end of a beautiful alliance.

THE KING IS DEAD LONG LIVE THE KING

by ROD WALKER

Every dog has its day and in the case of La Guerre, it was one of Buddy Tretick's ideas. Like all of his stuff, it was at the time a half-baked answer to a non-existent problem, but with a little tinkering, it's not a bad sort of thing.

The idea I'm talking about I will call the Tretick Standby System. May as well give credit ...and all that. Anyway, Buddy had this half-cracked notion that the minute a GM asks a stand-by player to send in orders for some guy who might be dropped, he becomes privy to all sorts of secret information and what not. And therefore, he can't stand-by for any other country in that game. Ever. Yeah...well, how much a stand-by might learn of vital importance from this one hopeful stint and trying to become a replacement is pretty moot. So forget that.

For most of us, a stand-by list consists of

any people--usually not too many--available for the job, in priority order. But there is another way of running that railroad, and if you have enough people, you can do it. So many people volunteered to do stand-by in the revived Erehwon that, taking them at their word, I have decided to try this method.

Under the Tretick System, there are 7 stand-by players (with more than 7, the extra people are on a priority waiting list). Each stand-by is assigned to a specific country and may replace for that country only. (In my version, these stand-bys are assigned on the basis of preference lists they submit after they see who's playing each country.)

This system would tend to be a bit complex, with stand-bys replacing players and substitutes replacing stand-bys, but once you get the hang of it, bookkeeping won't be too much of a problem. However, you will need a lot of people to run it this way. Large-circulation zines can do it, I suspect.

The reason I like the system is the potential it has for improving the game. There is nothing preventing a stand-by from submitting orders and General Orders for his country. He can even write the regular players and negotiate if he wishes, and perhaps even coordinate with the guy he might replace. If the stand-by takes an active interest, there would never be a missed season for his country; he and the regular player could play as a team (but they don't have to).

The result could be a vastly improved game, in which more people have a greater interest in what is going on. This will be particularly true of the stand-by players. Each will have a definite concern for his country, instead of being relegated to sitting around waiting for...he's not quite sure what. (I will admit that some stand-by players will lose interest if their countries start going down the tubes, but that happens with regular players too, so why worry about it?)

Of course, each GM will have his own frills to add to the system. I intend to try it out, and hope that some other GMs will too. Naturally I'd like comments and maybe suggestions for making the machinery creak along more smoothly. Who knows, maybe yet the name of Tretick will be the object in this hobby of something besides (admittedly deserved) exorciation.



THE SUCCESS-FAILURE RATING SYSTEM

by LEW PULSIPHER

I have taken the liberty of slanting the title of this "rating system" just as Edi Birsan slanted the name he used for the schools of playing philosophy which allegedly exist in Dippydom. This system is related directly to the dichotomy Edi and others have observed. Unfortunately, Edi misnamed the "Win Only" school; a much more accurate title (albeit awkward) is "At-least-a-draw." That is, the members of what Edi calls the Win Only school aren't any more interested in winning outright than the Strong Second people; anyone who has any competitive bent prefers the outright win to any other outcome, no matter what school he belongs to. (Of course, Edi may have meant to imply that a draw is a partial win--which is my understanding, but most players seem to think differently.) The difference between the two schools is that the At-least-a-draw people prefer to draw if they cannot win, while the Strong Second people generally prefer second (or, perhaps, a "good" second) to a draw (excepting, perhaps, a two-way draw (tie)).

Now I personally think that anyone who prefers second, no matter how strong, to a three- or even a five-way draw is completely on his ear, but this is a matter of opinion. On principle (though how often do people really follow their principles), an At-least-a-draw ("Win Only") player ought to prefer ANY draw to second place, no matter how strong. Looked at as a matter of principle, a draw is success--you've done as well as anyone else--while a second, no matter how strong, no matter how weak, is still failure--someone else has accomplished the object of the game (as most people understand it) while you haven't.

Considering that rating systems are arbitrary and must be based on principles if they are to be operable, I think that the rating which most accurately reflects successful play according to the lights of the At-least-a-draw school is as follows. If a player wins or draws, he receives one success point; if he does not draw or win, he receives nothing. The average success per game is the rating--a sort of batting average, where a home run (win) counts no more than a scratch single (six- or seven-way draw). A player who has won twice, drawn four times and done otherwise (loss, dropout, resignation) six times has an

"average" of .500 (6 for 12). The Success-Failure system serves as a batting average while the Averaged Calhauer Point Count (my favorite system) is the slugging average.

Games as a replacement can most simply be rated separately, so that each player has two averages. This avoids all the controversy aroused by every rating system I know of, in which games as a replacement are rated with (though not always the same as) games as an original player.

Is it valid? Not for Strong Second people obviously. But no system will satisfy even a majority of the players.



To THE EDITOR:

Dear Walt,

How about an annual (or perhaps biennial) Diplomacy tournament patterned somewhat upon the USCF Golden Knights tournament (details as follows)?

PROPOSED FORMAT FOR THE ANNUAL POSTAL DIPLOMACY TOURNAMENT (The "Rusty Dagger" Championship?)

A. Tournament Format

1. Each player will play one or two games in the first round--either the best game of the two, or the total of the two games (this is probably better), will count toward qualifying for the next round; if there are too many entrants, each will play only one game.
2. The top 7x players in the first round will play on x boards in the second round --x to be determined by the number of entrants (but not more than 7).
3. The best 7 results in the second round will play in the final game (ties for the final round qualifying will be broken by resort to first round results).
4. The winner in the finals will be the year's champion; ties in the finals should not be broken--co-champions instead.

B. Entry

1. Small entry fee (does not include game fees)--maximum \$1 per person.

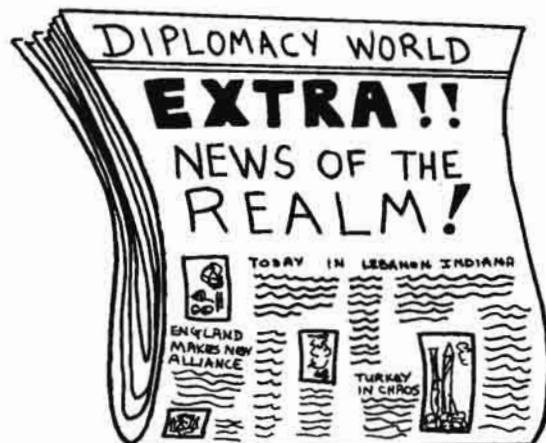
2. Small prize fund.
3. One entry per person.
- C. **Scoring** (Either #1 or #2 would be acceptable)
 1. Win = 1 point; 2-way draw = $\frac{1}{2}$ point; 3-way draw = $\frac{1}{3}$ point, etc.
 2. Some other scoring system which will not oblige those in a two- or three-way draw to stab each other; e.g., win = 1, 2-way draw = $\frac{2}{3}$, 3-way = $\frac{1}{2}$, 4-way = $\frac{2}{5}$, 5-way = $\frac{1}{3}$, 6-way = $\frac{2}{7}$, 7-way = $\frac{1}{4}$.
- D. **Running the Tournament**
 1. IDA sponsored, hopefully.
 2. Tournament games will be played in the various zines publishing at tournament time; each zine participating would offer one or more tournament games, the results of which would be official.
 3. Results and standings would be published frequently in any or all of the participating zine.
 4. Two administrators would be needed (although they could be the same person)--a record keeper and a rules referee who would review complaints, but who would sustain the gamesmaster's ruling except in cases of gross error.

If the tournament idea is not too unworkable, perhaps you could solicit your readers' suggestions and/or horselaughs. Unless a more experienced player were to desire to perform both administrative tasks, I would be available to coordinate the tournament (but I do not feel qualified to referee). I could work on preliminary details before July, and begin actual tournament work after my bar exam in mid-July (assuming I manage to graduate in May).

Paul Boyer, 4723 Sheboygan Ave., #311, Madison, Wis. 53705

FOR SALE

GOOD OPENINGS
IN QUALITY ZINES
FOR CAPABLE PERSONS
WITH A DESIRE
TO BE AN EXECUTIVE
ENQUIRE AT
DON'T WAIT!!



1. **EL CONQUISTADOR.** This is the most professional looking gamezine in the hobby. Gamefee is \$5 plus the price of a sub, \$4 per year. Well worth it. In addition to Diplomacy, each issue covers even more general wargaming. Write Viking Systems, Suite 823, 24 N. Wabash Ave., Chicago, Ill. 60602. Editor: Gordon Anderson.

2. **ANSCHLUSS.** Well into its 3rd year, this gamezine has openings for only \$4 apiece and this includes a game-length sub. Write Joseph Antosiak at 422 East Ave, La Grange, Ill. 60525.

3. **BOAST.** Herb Barents (157 State St., Zeeland, Mich. 49464) has been putting out this gamezine like clockwork tri-weekly for going on 3 yrs. What more can be said? Well, for one thing, now you have a rare chance to get into a reliable game for only a \$2 game deposit plus the price of a sub, 18/\$2.75. This has to be the best player buy in the hobby!

4. **THE BOOK OF STAB.** One of the funniest new gamezines in the hobby. Openings in regular, Anarchy, and Gt. Lakes Diplomacy. \$1 gamefee and \$1 refundable deposit plus a 13/\$2 sub for the duration. Write Randolph Bart, 19160 Olympia St., Northridge, Calif. 91324.

5. **CALIFORNIA REPORTS.** Doug Beyerlein (330 Curtner Ave., Apt. #8, Palo Alto, Calif. 94306) has a new address and likewise the new name for the former Washington Reports. For anyone at all interested in ratings, this gamezine is a must at only 10/\$2.

6. **ARENA.** Edi Birsan (35-35 75th St., Apt. 302, Jackson Hgts, NY 11372), as well as being the hobby's best known player, puts out one of the most interesting game/genzines. Subs are 8/\$2.

7. **GRAUSTARK.** John Boardman (234 E. 19th St., Brooklyn, NY 11226) has been putting out the granddaddy of them all for over 10 years. No current Dippy openings, but if you are a politico, a 12/\$2 sub is hard to beat.

8. **IMPASSABLE.** An aptly named gamezine by John Boyer (117 Garland Dr., Carlisle, Pa. 17013).

No current openings but a 12/\$2 sub will buy you a lot of info about the hobby.

9. **LIBERTERREAN**. This promising new gamezine comes from Jim Bumpas, 948 Loraine Ave., Los Altos, Cal. 94022. For a fast game, a \$1 game deposit plus a 24/\$6 (1 year) sub could be a good deal.

10. **BUSHWACKER**. If variants are your bag, this zine is both interesting and reliable. No current openings but subs are 12/\$2 from Fred C. Davis, 3012 Oak Green Ct., Ellicott City, MD 21043.

11. **SINAI**. A little hard to read, but subs are only 6/\$1. No current openings. If interested, write Greg Dority (302 W. 15th St., Washington, DC) for a sample copy.

12. **WARRIOR**. One of the best new gamezines in the hobby. Game maps with every issue. No current openings, but the 17/\$2.50 sub is worth it for reading alone. Write Dan Gallagher (6425 King Louis Dr., Alexandria, Va. 22312).

13. **CLAW & FANG**. One of the best gamezines to start in 1973, Don Horton (16 Jordan Ct., Sacramento, Cal. 95826) sells this gem for only 12/\$2. No current openings, but each issue contains an article and recounts the Fangmaster's interesting adventures in Europe.

14. **THE DUCHY OF STRACKENZ**. A new gamezine just out by Dave Johnston (5451 Rockwood Rd., Columbus, Ohio 43229) for 12/\$3. A more informal sister gamezine, **The Gamery**, goes for 6/\$1.00.

15. **THE FIGHTER'S HOME**. This photo-offset gamezine has to be the best to hit the hobby in 1974. An \$8 fee gets you a game that will be promptly and professionally printed every month. Write The Vineyard, 8 Ravenna St., Asheville, NC 28803. Editor: Daniel Gorham.

16. **PELLUCIDAR**. This gamezine doesn't have a 100+ circulation for nothing. Send Burt Labelle (Forest Park #23, Biddeford, Me. 04005) \$2 for a 10 issue sub and find out why. A real bargain.

17. **ARRAKIS**. Canada's most interesting gamezine. Send John Leeder (Box 1606, Huntsville, Ont. Canada) a \$1 sub deposit and find out what our northern brethren are up to.

18. **GAMES & PUZZLES**. Allan Calhaver's picture on the cover of a truly professionally printed magazine? You guessed it. Now to see it, send \$1 to 19 Broadlands Rd., PO Box 4, London, Eng. N6 4DF and ask for the Jan. 1974 issue. Better yet, send \$9 for an annual subscription (\$16.50 airmail).

19. **ALTERNATE REALITY**. Ron Melton, Rhodes Books, 694 Broadway, El Centro, Cal. 92243 has just started this sci-fi oriented gamezine and it looks quite promising. Gamefee is \$4.00.

20. " ". Maybe someday James Massar (127 N. Emmons St., Dannemore, NY 12929) will name this gamezine! Anyway, it has come out reliably for over 2 years and there is a current opening for only \$2 plus a \$4 refundable deposit.

21. **ADAG**. Hal Naus (1011 Barrett Ave., Chula Vista, Cal. 92011) has been putting out this

old reliable every month for almost 8 years. So at \$4 for the gamefee, how can you go wrong?

22. **RAGNAROK**. You old-timers will remember this name as one of John Koning's old zines. It is now used, however, by Lew Pulsipher (Box 1021 Grad. Center, Duke U., Durham, NC 27706), Dippy's leading variants proponent. Openings in Middle Earth Diplomacy V, Interstellar Diplomacy II and Logical Diplomacy II for a 7/\$1 sub plus a \$2 refundable GD (50¢ after the 1st). Hard to beat!

23. **OBSESSION**. This new gamezine has openings at 50¢ up and a 12/\$2 sub. Write Larry Rubinow (PO Box 24872, Los Angeles, Cal. 90024) for a sample copy.

24. **THE POUCH**. Nicholas Ulanov (60 E. 8th St., New York, NY 10003) heads up this gamezine and an interesting one it is, too. Subs go for only 10/\$2 with alternate issues being king-sized.

25. **EL DORADO**. This gamezine is to variant Diplomacy as Everything is to regular Diplomacy. So, needless to say, for the serious variant nut, it is a must. Send Dick Vedder (11940 Adorno Pl., San Diego, Cal. 92128) \$2 and ask for all 5 back issues. This will give you a complete statistical history as well as 3 more issues for your sub.

26. **GRENDDEL PRESS**. As anyone who knows anything about Diplomacy will tell you, Conrad von Metzke (PO Box 4, San Diego, Cal. 92112) is an institution. In addition to publishing Everything, Costaguana, K.35, Saguenay, StAB, Rename, etc., he is our Boardman Number Costodian, the most important job in the hobby. So why not send Conrad \$1 or so and ask him to send you a packet of samples?

27. **LITTLE IMP**. How would you like to get into an international game composed of 1/3 European and 2/3 North American players. For this really unique opportunity in penpalmanship, send Richard Walkerdine ("Cheriton," 15, Crouch Oak Lane, Adlestree, Surrey, England) \$2 for the gamefee and 5/\$1 airmail sub. I can vouch for him!

28. **EN PASSANT**. Greg Warden (4305 Baltimore Ave., Philadelphia, Pa. 19104) has been putting out this gamezine for over 3 years. Subs 5/\$1. In addition, Greg heads the hobby's orphan game project. So if you have a game orphan on you, write Greg, one of the hobby's good Samaritans.

29. **YGDASIL CHRONICLE**. For a gamezine of such outstanding physical quality and reliability, it is amazing YC is not better known. So why not remedy that by sending Paul Wood (24613 Harmon Ct., St. Clair Shores, Mich 48080) \$2 for 12 issues.

30. **JASTRZAB**. Year in and year out, Carol and I always look for this Polish gem as the funniest zine in the hobby. Why don't you join in the laughter, too, by sending Stanislob Wrobel (7 Poland Village Blvd., Poland, Ohio 44514) \$1.80 for 10 and read about the Birsauron under tow and chain!

HOOSIER ARCHIVES DEMONSTRATION GAME

THE OLD AND NEW LIONS GAME--1973 B1

(Reprinted from HA #131 - 133)

BYTWERK RETAKES HOMELAND AFTER FIERCE FIGHTING!

Spring 1908

AUSTRIA: (W07: Build A Tri) A Tri S A Bud, A Bud S A Ser, A Ser S A Bud /r/ (Alb, d),
(Vagts) F Gre S TURKISH F Aeg-Ion (nso) /r/ (Alb, Bul(sc), d)

FRANCE: (W07: Build F Bre, A Par, A Mar) F Nwg-Nwy, F Nth-Ska, F Lon-Nth, F Bre-Eng,
(Rocamora) A Par-Pic, A Hol S A Kie, A Bur-Mun, A Kie S A Bur-Mun /r/ (Ruh, d), A Mar-
Pie, A Ven-Tyr, F Rom-Nap, F Tun-Ion, F Tyr S F Tun-Ion

GERMANY: (W07: Build F Ber) A Mun-Kie, F Den S A Mun-Kie, F Ber S A Mun-Kie, A Boh-
(Bytwerk) Mun, A Gal-Bud, A Vie S A Gal-Bud, A Liv-Pru, F StP(nc)-Bar, A Mos-StP, A Sev-
Mos

TURKEY: F Nap-Ion, F Ion-Gre, F Aeg S F Ion-Gre, A Bul-Ser, A Rum S A Bul-Ser, F Bla
(Calhamer) S A Rum

RADIO FREE MOSCOW (VIA UKRAINA IN EXILE) (3
May 1908): A Kingdom! A Kingdom! My whores for
a Kingdom!

COW PASTURES-IN-RUMANIA (31 March 1908): Af-
ter the downfall of F. Rumania's vast empire, Ms.
World, the charming and lovely Ms. Gloria Gladys
Gandersnout, rushed to his hotel room to "console"
him. Rumor has it that it was a most difficult
task to console the former head judge of the Ms.
World contest, for he did not venture from his ho-
tel room until yesterday, having retreated there
on the first of January this year. Ms. Gander-
snout reported that she "tried everything in the
book in order to make the poor man forget his
troubles."

Yesterday the man who had lost everything ap-
peared before reporters to announce that he and
Ms. Gandersnout were going away together. When
questioned as to their destination, he replied
that they would "probably go into exile in Ukrain-
a" for Ms. Gandersnout had expressed an interest
in that part of the world.

This afternoon reporters spotted the pair
leaving the hotel in a taxi headed for the Ruman-
ian National Airport and Hot Air Balloon Center.
A second taxi was seen following the first--fill-
ed with Ms. Gandersnout's 6 large suitcases, 3
small ones, 2 hatboxes, and 4 trunks. Ms. Gan-
dersnout carried her apricot poodle in her lap.

ROCAMORA EDGES TOWARD VICTORY!

Fall 1908

AUSTRIA: (Su08: A Ser R Alb, F Gre R Bul(sc)) A Alb-Ser, A Bud S A Alb-Ser, A Tri S
(Vagts) A Bud, F Bul(sc) S FRENCH F Ion-Gre. Owns: Bud, Tri, Ser, ~~Gre~~, Bul (4). Con-
stant.

FRANCE: (Su08: A Kie R Ruh) F Nwy-Swe, F Ska S F Nwy-Swe, F Nth-Nwg, F Eng-Nth, A Hol-
(Rocamora) Kie, A Pic-Bel, A Ruh-Mun, A Bur S A Ruh-Mun, A Tyr-Boh, A Pie-Ven, F Rom-Nap,
F Tyr S F Rom-Nap, F Ion-Gre /r/ (Apu, Adr, Alb, Eas, Tun, d). Owns: Bre,
Mar, Par, Bel, Hol, Edi, Liv, Lon, Por, Spa, Tun, Rom, Ven, ~~Kie~~, Swe, Mun, Nap
(16). Build 3.

GERMANY: A StP-Nwy, F Bar S A StP-Nwy, A Mos-StP, F Den-Swe, A Kie-Den, F Ber-Kie, A Gal-
(Bytwerk) Sil, A Pru S A Gal-Sil, A Boh-Mun, A Vie-Tyr. Owns: Ber, Den, Nwy, Mos, Sev,
StP, War, Vie, ~~Mun~~, ~~Ska~~, Kie (9). Remove 1.

TURKEY: F Aeg-Ion, F Gre S F Aeg-Ion, F Nap S F Aeg-Ion /r/ (Apu, d), A Ser H /a/, A Rum-
Bul, F Bla-Con. Owns: Ank, Con, Smy, Rum, ~~Bar~~, ~~Mar~~, Gre (5). Constant.

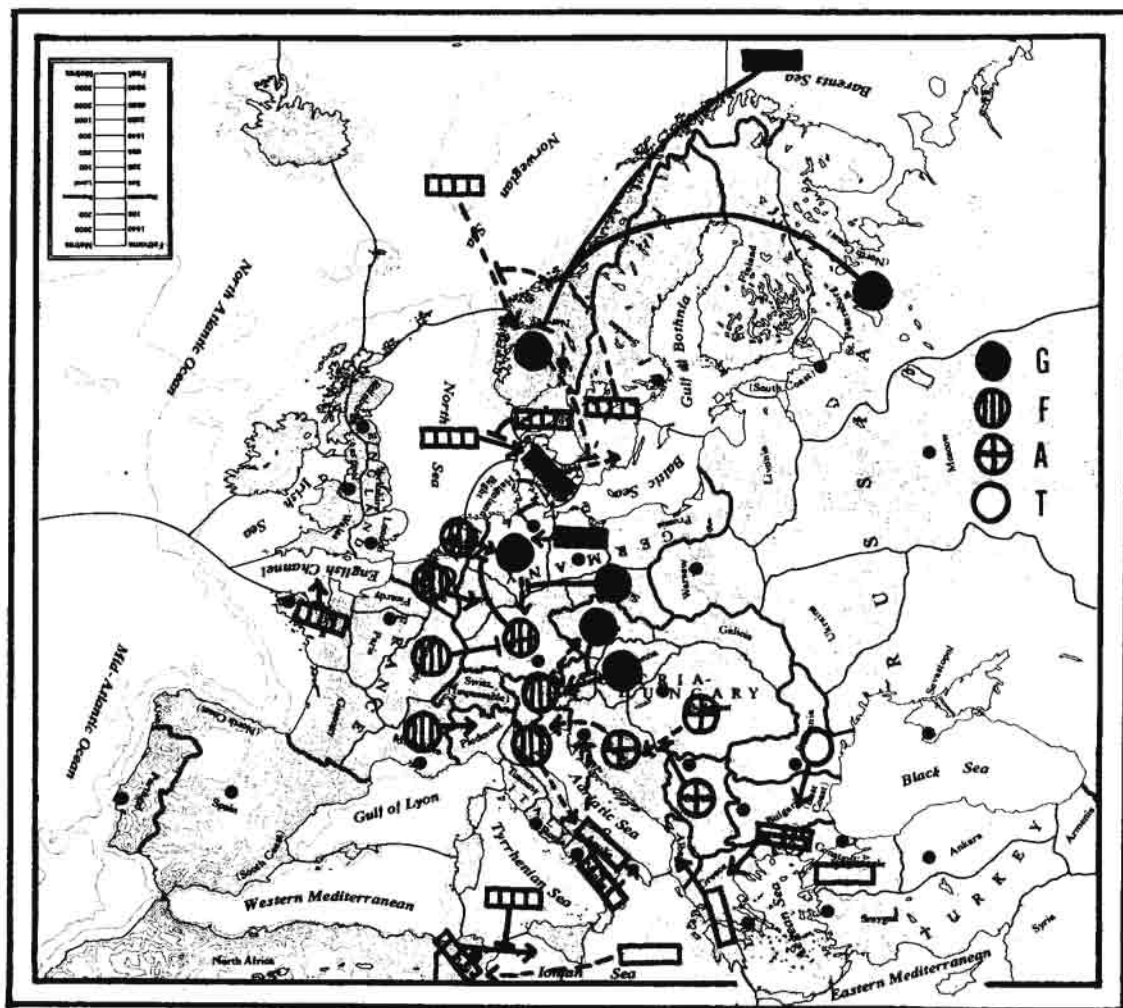
A UKRAINA SKULKS FROM TREE TO TREE CONTINUING PARTISAN ACTIVITIES. KIEV (10 September 1908) (Reuters): A spokesman for the Czar Alexander Hospital here announced today the admission to a private room of Ms. Gloria Gladys Gandersnout. The hospital had dispatched an ambulance to a seedy hotel in a run-down section of the city in response to a call from the management. Contacted later by newsmen, the hotel manager said that hotel employees had to restrain the naked, and apparently exhausted, Ms. Gandersnout from flinging herself off the balcony of the penthouse. It

was also learned later that several hotel employees were discharged for utilizing unorthodox restraint techniques.

Police on the scene identified the man in the room as Petrov Rosmilnikov, the former power-behind-the-throne in Russia, who is currently in exile in this city. This identification was later confirmed by Ms. Gandersnout during a press conference in her room.

"When I knew him in Rumania, I didn't realize that over half his energies were being drained off in diplomatic maneuvering for the Russian govern-

SPRING 1909



ment. Now, with no further worries of state to occupy his attentions, he was able to devote all his talents to my charms. I never thought I'd live to see the day when I would find that prospect unwelcome in a man."

Ms. Gandersnout was asked if she plans to press charges against Rosmilnikov. "On the contrary, gentlemen. This veritable storehouse of energy must be harnessed for the benefit of mankind. Not to mention womankind. I plan to write my sisters in France and Germany and my aunt in Turkey to intercede with their governments to restore a home center to my beloved. Possibly only a small under-strength Russian army. Something to take the edge off, as it were."

When questioned regarding the present whereabouts of her apricot poodle, the former Ms. World replied, with down-cast eyes, "I don't want to talk about that."

COW PASTURES-IN-KIEV (13 September 1908): It seems to reporters here that Ms. World, the charming and demure Ms. Gloria Gladys Gandersnout, has succeeded in her mission to "console" the former Russian diplomat Rosmilnikov for he has been seen around town with Ms. Gandersnout and his eyes sparkle with a newly-found gleam and he literally bounces down the street. When questioned as to whether he missed his former power in the Russian government, he replied, "Hell, no! I'm having the time of my life. I'm perfectly satisfied--just to keep on living the way we are now. Why, I've even given up my chauvinistic idea that a man should support his woman and we're now living off Ms. Gandersnout's winnings from the Ms. World pageant. We've left that seedy, run-down hotel and have moved into the elegant Kiev Hilton-Astoria. Our suite covers the entire 3rd floor (I told Ms. Gloria we were not moving into another penthouse--after the unfortunate incident of late). We have our own private staff of servants, a gold limousine at our disposal and even (here he leaned over to whisper to reporters) our choice of three different bedrooms! I'm perfectly satisfied!"

When questioned further about the three bedrooms, Rosmilnikov slyly smiled, winked and waved goodbye as he signaled the end of the interview.

COW PASTURES-IN-KIEV EXCLUSIVE (17 September 1908): Our reporter in the street has just been granted an exclusive interview with the chambermaid who cares for the 3 bedrooms occupied by the renowned Ms. World, Ms. Gloria Gladys Gandersnout and her escort, the dashing Rosmilnikov. The reporter and the chambermaid are scheduled to meet at 9 PM Thursday at the entrance to the Gandersnout suite (the Gandersnouts are attending the opera that evening). Follow this column for the exclusive report on the Gandersnout's bedrooms. (Rumours that "something funny is going on" between the Cow Pastures Daily Blab reporter and the Gandersnout chambermaid are entirely false.)

COW PASTURES-IN-KIEV (5 October 1908): Rosmilnikov, consort of the current Ms. World, Ms. Gloria Gladys Gandersnout, was today seen entering a small dark shop on a narrow back street. He paused and looked furtively around before entering the rather low doorway. The name above the door gave reporters lurking in the shadows no clue as to what Rosmilnikov could be doing in such a mysterious part of town. After what seemed an eternity, Rosmilnikov appeared in the doorway, paused while he looked around, and then, clutching a scrap of paper, hurried off toward the main street. He was next seen entering the elite jewelry store in the city, Noman-Marcus, where he was seen handing the scrap of paper to a clerk. He then handed the cashier a bundle of money, the amount as yet undetermined. It was discovered by a ~~news~~ astute reporter that Rosmilnikov was commissioning Noman-Marcus to design a locket to be engraved with a poem. Further investigation revealed that the poem was to read as follows:

My love for you grows
Stronger with each passing night--
Pleasures remembered.

Reporters assume, but were unable to confirm, that the locket is intended for Ms. Gandersnout.

ROCAMORA AT MAGIC NUMBER; CAN HE HOLD? Spring 1909

AUSTRIA:	A Tri-Ven. A Bud-Tri, A Ser S A Bud-Tri, F Eul(sc)-Gre (Vagts)
FRANCE:	(Au08: F Ion R Tun; W08: B F Ere, B A Mar, one refused) F Nwg-Nwy, F Swe S (Rocamora) F Nwg-Nwy, F Nth-Den, F Ska S F Nth-Den, A Hol-Kie, A Mun S A Hol-Kie, A Bel-Ruh, A Bur S A Mun, F Ere-Eng, A Mar-Pie, A Tyr-Boh /a/, A Ven-Apu, F Nap-Apu, F Tun-Ion, F Tyr S F Tun-Ion
GERMANY:	(W08: R A Pru) F Bar S A Nwy, A StP S A Nwy, F Den-Swe /r/ (Bal, Hel, d), (Eytwerk) A Nwy S F Den-Swe, F Ber-Kie, A Kie-Mun /a/, A Sil S A Kie-Mun, A Vie-Tyr, A Boh S A Vie-Tyr
TURKEY:	(Au08: F Nap R Apu) F Apu S AUSTRIAN A Tri-Ven, F Ion-Tun /a/ (Adr, Aeg, Eas, (Calhmer) d), F Gre-Alb, A Rum-Bul, F Con H

PARTISAN ARMY UKRAINA, reduced to two cold, starving platoons, staggers across the steppes looking for a fight with anyone--after one hot meal, from anybody.

ROSMILENKOV DENIES MAUDLIN PURCHASE! KIEV (22 December 1908, Roto-Reuters): At a hastily-called press conference today at the Kiev Hilton-Astoria, the volatile Petrov Rosmilenkoff heatedly denied reports that he had actually made the jewelry purchase attributed to him recently in these columns.

"That anyone would consider for a moment that I could be guilty of selecting such a gaudy bauble with that kind of maudlin verse wounds me to the quick," he complained. "Furthermore," he continued, "my relationship with Ms. Gandersnout is not the type that requires the periodic offering of tribute."

This statement was apparently confirmed by a tight-lipped Ms. Gandersnout who stood, nodding grimly, beside Rosmilenkoff throughout the press conference.

Obviously warming to his subject, the former Russian diplomat continued, "I believe these rumors to be an absolutely reprehensible attempt to drive Gloria away from me. A slight case of envy, you might say. And I can conclude that only one man is capable of this sort of chicanery--that fiend in Budapest. When I first arrived in Rumania with the cream of Russia's navy to rout that peasant army of his, I was informed of Vagts' reaction to my meeting with Gloria. I won't go into that now; I'm sure those of you who had been in communication with him when he still resided in Vienna will recall some of the things he called me. It's rather obvious now, after this shoddy business about the locket, how he got to the position of power he now holds in the Austro-Hungarian Empire; too clumsy to steal, and too depraved to be trusted to milk the goats, he had to be kicked upstairs and gotten out of sight."

Questions from the floor were not entertained by Rosmilenkoff as he observed that he was late for an appointment with "a relationship that does, from time to time, require a modest tribute." Then, with a radiant Ms. Gandersnout trailing, Rosmilenkoff strode toward the private elevator to the third floor suite, with a 10-lb bag of "Gravy Train" under each arm.

COW PASTURES-IN-KIEV (14 March 1909): Today, after several months of diligent prying and searching, reporters have at last cracked the case of the mysterious locket and "maudlin" verse. One lucky reporter (he remembered to put film in his camera) had managed to snap a picture of the mystery man as he was making the rounds of the back streets in Kiev and the exclusive Noman-Marcus Jewelry Shoppe. All the reporters who witnessed the event had been certain that the man was none other than the debonaire Petrov Rosmilenkoff, for-

mer power behind the throne in Russia. After careful investigation, however, our lucky reporter, Blob, er, Bob Blooper, concluded that the man in the picture wore a clever disguise that enabled him to pass for Rosmilenkoff.

The give-away was the fact that Rosmilenkoff keeps his moustache trimmed to precisely $3 \frac{9}{16}$ ths of an inch on each side with a delicate half-moon curl on the ends of his handlebar moustache. Upon blowing up the picture to life-size proportions, Blooper discovered that the imposter's moustache was only $3 \frac{1}{2}$ inches, and further, it drooped slightly on one side, something which Rosmilenkoff would never tolerate! Further investigation on Blooper's part has linked the mystery man to none other than the Hungarian ~~spy~~ diplomat at the Hungarian embassy, Otto von Bagts.

After being congratulated for his perceptive investigation, Blooper drawled, "Ah shucks. It weren't nothing. Ah just remembered what Rosmilenkoff had said about that gaudy locket and maudlin verse being the work of that Hungarian guy, so I set out to link him with the locket caper and I succeeded." Blooper beamed as everyone cheered.

COW PASTURES-IN-KIEV EXCLUSIVE (15 March 1909): Last season we promised our exclusive interview of the chambermaid at the Gandersnouts' suite, Ms. Letitia Lola Lott. The following is the report as we received it from our reporter in Kiev, Raymond Marks.

"This lovely evening in Kiev I have just met with the enticing Ms. Lott who escorted me into the first of the three bedrooms. Ms. Lott's uniform, a short pink skirt covered by a shorter white apron and a sheer deep rose blouse, complimented Ms. Lott's beauty. She told me that this bedroom was her favorite--which was why she had brought me here first. Also, the Gandersnouts don't use it as much as they do the other two. It was a nice bedroom--done in shades of pink, rose, apricot, and avocado with touches of lemon. The bed was a huge heart-shaped mattress under a white canopy. Ms. Lott asked me if I'd like to test the softness of the bed, which I did. We didn't have time to tour the other two bedrooms this evening. Will send more next issue...."

FLASH! COW PASTURES-IN-KIEV NEWS FLASH (15 March 1909): Is the rumour true that Ms. Gandersnout's radiance is due to the fact that she is enciente as her Spanish maid claims?

ANALYSIS

ANALYSIS BY BEYERLEIN: Fall 1906 to Spring 1909. Doug welcomes comments; write him at 330 Curtner Ave., Apt. #8, Palo Alto, Calif. 94306.

When I last left this game in Spring 1906, it appeared headed for a six-way draw. Rocamora (France) and Bytwerk (Germany) faced the combined

forces of Vagts (Austria), Verheiden (Italy), Calhamer (Turkey), and Rosamilia (Russia). A stalemate appeared imminent. Then suddenly and without apparent warning, the game broke wide open with Calhamer and Rosamilia betraying the other two members of their alliance. As a review, let's stop at this point and see if we can determine exactly what happened.

Both Calhamer and Rosamilia moved with precision in stabbing Vagts and Verheiden in Fall 1906. They obviously knew what the Austrian and Italian orders would be--which is common practice in an alliance of this sort. In addition, Vagts' rather useless move of F Greece to Albania left that center open for the taking--allowing Calhamer to double Turkey's size from three to six centers.

Now while all of this may be interesting, a far more interesting question exists. Why did Calhamer and Rosamilia give up the security of the guaranteed six-way draw in face of the powerful Rocamora-Eytwerk alliance? That is very difficult to guess. What I heard from an inside source was that Rocamora and Eytwerk threatened to break the six-way draw by having one of the two northern powers give its centers to the other to force a win as they had a total of at least 18 centers between them. In face of this threat, Calhamer and Rosamilia believed that their only chance for some type of success was to grab as much as possible as quickly as possible. Thus the stab in Fall 1906.

I would have found this threat just a little difficult to believe; or at least I would have waited for Rocamora and Eytwerk to prove it before acting in the manner of Calhamer and Rosamilia. Therefore, I think that there is more to this story and I look forward to hearing about the actual circumstances from the participants at the game's conclusion.

The next big event came in Spring 1907 when Rocamora moved in on his ally, Eytwerk. Eytwerk, in the tradition of many all-too-trusting allies, left his backdoor far too open. A couple of simple precautions could have countered any possible stab. For example, the two German fleets sitting in Norway and Denmark could have been utilized in a supported stand-off in the North Sea (i.e., F Den-Nth, F Nwy S F Den-Nth, or the other way around). This would have been countered by France ordering F Eng-Nth, F Edi S F Eng-Nth, thus tying down the two French northern fleets. In addition, the German army should have stayed in Holland (especially as it did nothing more than travel to Kiel, Berlin, and then Munich prior to the French stab). These two preventative actions would have made a successful French stab impossible.

And that pretty much brings us up to the last analysis which was made by Edi Birsan for Fall 1907. Italy and Russia were eliminated between the combined forces of France, Germany and Turkey. It appeared that Rocamora's France had a

lock on Germany with an army sitting in Kiel. However, Eytwerk chose to fight. And let's pick it up there with a thorough study of the tactics of the northern war.

However, before we get embroiled in the tactics, we would be well advised to first determine what Rocamora needs to win this game. He currently has 14 centers as of the end of 1907. Therefore, only four more centers are needed for the win. One sure gain is Naples. A possible other three could be Norway, Sweden, and Denmark or Munich. That means it could be touch and go as far as Eytwerk making a successful counter-attack.

Spring 1908 saw Germany retake Kiel. France countered with F Nwg-Nwy, F Nth-Ska, F Lon-Nth, and A Ven-Tyr. Here it wasn't what was taken, but what was left open to be captured in the fall. Both Sweden and Munich fit this category. France was now in position to take Munich with either A Tyrolia (A Tyr-Mun, A Bur S A Tyr-Mun) or A Ruhr (A Ruh-Mun, A Tyr-Boh, A Hol-Kie, A Bur S A Ruh-Mun). Also, France was guaranteed of gaining either Sweden or Denmark, although Norway would probably have to be given up.

In the south the situation was not so predominately in France's favor. Turkey and Germany still felt compelled to attack Austria although they definitely needed Austria's aid against France. This inability to cooperate at this critical time gave France great aid in control of the Italian peninsula and surrounding waters despite having only three French fleets and two armies in the area. The move into Tyrolia (which would gain Munich for France) and the Ionian Sea would have never been possible without this bickering in the Balkans.

Fall 1908 went completely to France's plans. Both Sweden and Munich were taken from Germany. Actually, Germany made about the best moves possible. By sending A Kiel to Denmark, he was guaranteed of stopping a very possible French ploy of F Nth-Den, F Nwy H, F Ska S F Nwy, F Eng-Nth--which would work against Germany just going with F Den-Swe, A StP-Nwy, F Bar S A StP-Nwy. A Kiel to Denmark would stop the French move into the province. However, France relied on straight power tactics and took Sweden.

With the gain of Sweden, Munich, and Naples, minus the loss of Kiel, Rocamora is only two centers away from victory. Kiel and Denmark in 1909?

The conflict grew exceedingly intense in the spring of 1909 when Austria and Turkey ended their skirmishes and Austria joined the anti-French alliance. From the Ionian Sea to Norway the board was covered with desperate attacks--any one of which could determine the fate of the game.

Starting in the north, let's look at each attack. France hit Norway from the Norwegian Sea with attempted support (it was cut) from Sweden. This attack was not so much to try and take Nor-

way as it was to cut any possible support and force the German army to hold in place. The attack on Denmark was a different matter, however, Denmark was guaranteed to fall against the supported attack as its only possible support (A Kiel) was cut from Holland.

The French attack on Kiel was a combination of luck and good tactics. Munich was sure to be attacked with support and therefore it would need the support of A Burgundy. And as it could not move, it could do the next best thing and support an attack on Kiel. It did and in doing so caught Germany trying A Kiel to Munich supported by A Silesia. The German attack was stopped and the French attack succeeded.

In Tyrolia the results were a bit different. France attacked Bohemia with A Tyrolia to stop a successful German attack on Munich which would require two supports (A Silesia and A Bohemia) of the move of A Kiel to Munich. Germany retaliated by annihilating the French A Tyrolia by sending A Vienna to Tyrolia supported by A Bohemia. Thus for Fall 1909 remove one French army in Tyrolia.

As mentioned earlier, France enjoyed the lack of any real battle in the Mediterranean as long as Austria and Turkey fought. Unfortunately for France, their war finally came to an end. Austria attacked Venice and disengaged from the Turkish units by moving F Bulgaria (south coast) to Greece. In the same manner, Turkey sent F Greece to Albania and halted any further attacks on Austrian territory.

And to complete the list of battles, in the spring France threw the Turkish fleet out of the Ionian probably forcing its retreat to the Adriatic Sea.

Now, prior to the fall, France is at 18 centers. Can he hold? Let's see.

Starting in the north, Germany cannot lose Norway (F Bar & A StP S A Nwy). In the same manner, France can easily hold Sweden even if the German fleet retreats from Denmark to the Baltic Sea in Summer 1909 by just ordering F Ska S F Swe. Therefore, Scandinavia is stable.

The situation in Germany is a bit different,

Assuming that the German fleet retreats to the Helgoland Bight (which is its best retreat) both Germany and France have many options. Germany can attack Holland (F Hel-Hol), Kiel (F Hel-Kie, F Ber S F Hel-Kie), Munich (A Tyr-Mun, A Sil & A Boh S A Tyr-Mun, or some combination thereof. France can attack Berlin (A Mun-Ber, A Kie S A Mun-Ber) or defend his current centers. What will decide which attacks are made is the capture of Venice.

France cannot hold Venice this fall. An attack of GA Tyr-Pie, TF Adr-Ven, AA Tri S TF Adr-Ven takes the French center, reducing France to 17 supply centers--one short of victory. Everything that happens on the board this fall will follow off of this attack. Germany will probably order A Boh-Mun, A Sil S F Ber, F Hel-Hol or -Nth. Rocamora knows that Venice is lost. Still his chances for victory remain good for 1910. Germany must remove a unit if a center is not gained this fall. In addition, France will build at least 2 new units.

Therefore, this fall France can either play it safe with A Pie S A Ven, A Bur S A Mun, A Ruh-Hol, F Den S A Kie, F Eng-Nth, F Nwg S F Eng-Nth, F Ion-Adr, F Tyr-Ion, F Nap S F Tyr-Ion. Or, he can gamble for a better position for next year's battles. That means A Mun-Tyr, A Pie S A Mun-Tyr, A Bur-Mun, A Kie S A Bur-Mun, A Ruh-Hol, F Den S A Kie, F Eng-Nth, F Nwg S F Eng-Nth, F Ion-Adr, F Nap-Apu, F Tyr-Ion. The only problem is that Eytwerk might second-guess those orders and go with A Boh-Mun, A Sil S A Boh-Mun, F Ber-Kie, F Hel-Hol, which would then gain either Munich or Holland. However, third-guessing on Rocamora's part could then gain Berlin. Ad infinitum.

So, as you can see, this game will not end in 1909 and possibly may not end in a French win. In the next issue of DIPLOMACY WORLD we should know for sure the game's outcome.

Before I end this analysis, let me thank Edi Birsan for writing the excellent analyses while I was busy with other matters. Edi, maybe Walt can recruit you to do this full time for the next game!



We would like to ask all publishers to periodically send us a list of the inquiries they receive in response to the GRI flyer "Play Diplomacy by Mail." We will then reprint the lists in DIPLOMACY WORLD so that all Gamesmasters will have a larger source from which to solicit new players.

CALHAMER POINT COUNT RATING LIST (329)

Country	W	T	3D	4D	5D	6D	Total
Russia	55	9	5	4	7	1	63,733
England	39	7	12	10	10	1	51,167
Turkey	37	7	14	7	9	1	48,883
France	38	3	13	9	8	1	47,850
Germany	35	5	6	6	9	1	42,967
Austria	34	6	7	5	6	1	41,950
Italy	25	5	3	7	11	0	32,450
Total	263	21	20	12	12	1	329

12.950	Edi Birsan	2.917	Larry Peery	1,000	Rod Blackshaw
11.517	Andy Phillips	2.700	Bob Ward		Larry Blandin
10.450	Doug Beyerlein	2.533	John McCallum		Steve Bobker
8.333	John Smythe	2.500	Bud Pendergrass		Ken Borecki
7.500	Brenton Ver Ploeg	2.333	Bruce Kindig		Peggy Bowers
6.450	Gene Prosnitz	2.200	Ted Holcombe		Tex Cooper
6.200	John Beshara		George Schels		Steve Cruse
	Lewis Pulsipher		Mehran Thomson		Fred Davis
6.167	Hal Naus	2.000	Peter Ansoff		Ron Dellbringe
6.000	Walt Buchanan		Ed Rack		Jack Flemming
5.500	Randy Bytwerk	1.850	Jerry White		Margaret Gemignani
	Mike Rocamora	1.817	Larry St. Cyr		George Grayson
5.333	Thomas Eller	1.700	Dan Barrows		Thomas Griffin
5.067	Charles Turner	1.583	Charles Welsh		Jack Greene
4.783	Ian Lakofka	1.533	Dan Berman		Jean-Luc Hanquin
4.333	Jerry Pournelle	1.500	Rick Brooks		Chris Harvey
4.250	John Koning		Frank Clark		Glen Hertz
	Jeff Power		Bob Johnson		Mike Honig
4.167	Mike Goldstein	1.450	Banks Mebane		Don Horton
4.000	Buddy Tretick		Dave Johnston		Allan Huff
	Charles Wells	1.333	Fausto Calabria		George Inzer
3.950	Conrad von Metzke		Bruce Coy		Phil Jones
3.700	Pete Rosamilia		Arnold Vagts		Robert Katzive
3.367	Rod Walker	1.250	Paul Wood		Bob Kinney
3.200	Dave Lebling		Ed Halle		Kurt Krey
3.000	Lee Childs	1.200	Elliot Lipson		Burt Labelle
	James Dygert		Hugh Anderson		Andreas Lang
	Michael Grayn		Gary Jones		Steven Lange
	Don Miller	1.000	Jeff Key		Paul Leitch
	Derek Nelson		Bill Abbott		Dave Lindsay
	Monte Zelazny		Bernie Ackerman		Ian Livingstone
			William Atteberry		George Lowrance
			Peter Bennett		James MacKenzie
					Steve Marsland
					Henry Materne
					David May
					Louis Menyhart
					Richard Miller
					Roger Miller
					Jim Munroe
					James Nash

1.000	Eric Nielsen Sam Nierenberg Mark Nyderok Jeff Oliver William Osmanson Brad Payne Harold Peck Bruce Pelz Hank Reinhardt Tom Rosenbaum Bob Rosenfeld Rich Rubin Chris Schleicher John Shutelock Adam Stephanides Bob Strayer Tim Tilson Russel Tulp Don Turnbull Colin Watson Peter Weber Jeff Wolfe Stan Wrobel Norman Zinkham	.500	Graham Jeffery Mark Kleiman Terry Kuch Jacques Lapointe James Latimar Robert Lipton Pete Menconi Tony Pandin Austin Redlack Paul Schwartz	.250	Paul Den Uyl Don Efron Richard Greenwell W. C. Harrah Russ Jones Dennis Nixon Cliff Ollila John Piggott Don Pitsch Arnold Proujansky Dean Schwass John Stevens Bob Stuart Greg Ward Malcolm Watson Despina White
.833	Mark Weidmark	.450	John Hendry John Leeder	.200	Rodolfo Bacci Brian Bailey Mike Childers Fausto Citerness Sid Cochran A. De Paulis O. L. De Witt David Fujihara Franco Giannini Bruce Gletty Sherry Heap Anita Hughes Eric Just Larry Justus Joel Klein Mario Marini Tom McMahon Oktay Oztunali Rich Purdy Svend Raun Bob Schoumacher Bud Stowe Sid Witt Pete Wityk T. M. Worthington
.750	Peter Robertson	.333	Jim Abeler Craig Besinque James Boskey Mike Carr Don Cochran Michael Fistel Herb Galenzoski P. M. Gaylord Sid Jolly David Kirk Henry Krigsman Robert Lamb Ken Levinson Karl Lintner Frank Lunney Bob Matthews Leo Niehorster Robert Nudelman Roland Prevot Joseph Proskauer Mark Tonnesen Ken Valentine John Van De Graaf Chris Wagner		
.583	James Fish	.250	Bruce Allardice Chuck Carey Geoff Corker Andy Davidson		
.500	Donald Berman Steve Brooks Stewart Buckingham Ken Davidson Martin Davis Nigel Evans Barry Eynon Michel Feron Reg Forester Gary Gehrke Jim Gingrich Dennis Hall				

The Boardman Numbers for the games rates above are as follows:

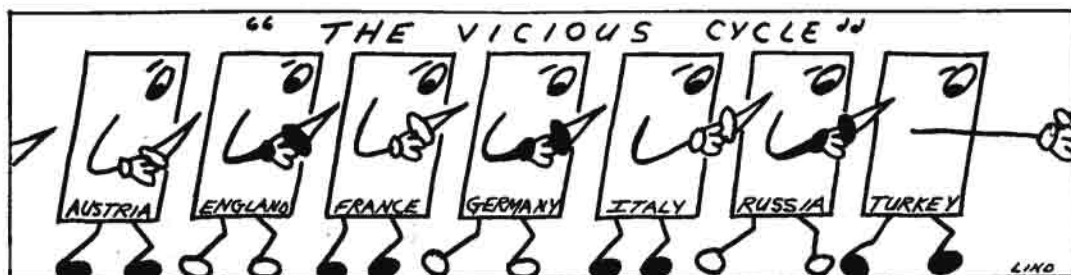
- 1963: B
1964: A-B, D
1965: A-I, K-M, P-U, W
1966: A-D, H-I, L-O, R, T, Z-AC, AE, AG-AI, AK-AM, AO, AQ, AS-AV, AZ, EB-ED, EG, EI-EL, EN-EO
1967: A-B, E, H-J, N-P, T-W, Y-AC, AE-AH, AJ-AL, AO-AU, AW, AZ-EC
1968: A-P, R-T, V-Z, AA, AC-AD, AE-AL, AN-AO, AV, AX-BC, ES-EU, EY-CD, CF-CI, CK-CM, CP, CW
1969: B-D, E-H, K-M, O-P, R-Z, AB-AD, AF, AY-BA, BC-BI, EK-EM, EO, EV, EX-CB, CD-CE, CG, CI-CL, CP
1970: A-D, F, J, M-N, W-X, AA, AD, AF, AI-AK, AO, AQ, AT-AU, AW-AZ, BA-BB, EK-EN, EQ, ES
1971: B-D, F-G, K, O-Q, S, W, AD, AL, AO-AQ, AZ, BC, BE, EH-EK, ES, EU-EV, CD, CR, DE, DI, DM-DN, DP, DU, IM-DY, EB-EC, EE-EH
1972: B, E, G, I-K, N-P, X, AD-AF, AL, AN, AP, AW, BA, BH, BP, BR, BU-EV, EK, CA-CB, CG-CH, CL, CR, CY, DE, DG, DJ, EU, GJ
1973: G, O

RECENTLY COMPLETED GAMES

The following 57 games were added to the preceding Calhaver Point Count Rating List. This brings the total games rated to 329. A win counts 1 point and a draw a fraction thereof. The winner, his country, and the sine the game finished in appear after the applicable Boardman Number. Multiple names after the same number indicate a draw.

<u>Boardman Number</u>	<u>Winner</u>	<u>Country</u>	<u>Zine</u>
1968CC	Randy Bytwerk	Germany	Sinai
1969B	Fred Davis	France	Jastrzab
19690	Conrad von Metzke	England	ADAG
1969W	Peter Ansoff	Turkey	ADAG
1969BH	Doug Beyerlein	Germany	Pacific Diplodeur
1969BL	Andy Phillips	Russia	The Gt. Am. Typo. Error
1969EV	Burt Labelle	Italy	Jastrzab
1969CH	Hal Naus	Italy	sTab
1970C	John Beshara	France	Atlantis
1970X	P. M. Gaylord	Germany	Backstab
	Mike Carr	Russia	
	Jim Abeler	Turkey	
1970AK	Don Turnbull	England	Courier
1970AO	Fausto Calabria	Italy	Diplophobia
1970AY	Rod Blackshaw	Russia	Courier
1971B	Stephen Cruse	Germany	Courier
1971C	Adam Stephanides	Germany	En Passant
1971G	Hal Naus	England	Diplophobia
	Don Cochran	France	
	Mark Tonnesen	Turkey	
1971Q	Mike Rocamora	France	En Passant
1971W	Jeff Power	Austria	Diplophobia
1971AO	Ed Rack	France	Saeta
1971AQ	Steve Marsland	England	Midwestern Courier
1971BI	Bernie Ackerman	Germany	Diplophobia
1971BK	Edi Birsan	England	ADAG
1971CR	Andy Phillips	Turkey	Xenogogic
1971DB	Paul Den Uyl	Austria	Boast
	Andy Phillips	England	
	Don Efron	France	
	Dean Schwass	Italy	
1971DM	Steve Brooks	Austria	ADAG
	Edi Birsan	Russia	
1971DN	Doug Beyerlein	Italy	sTab
1971DX	Steven Lange	Germany	Boast
1971DY	Mark Weidmark	Italy	Saguenay
	Jacques Lapointe	Russia	
1971EF	Herb Galenzoski	Austria	Carbon 13
	Bruce Kindig	England	
	James Fish	Germany	
1971EH	Walt Buchanan	England	Platypus Pie
1972B	David Kirk	England	Saguenay
	Craig Besinque	France	
	Mark Weidmark	Turkey	
1972E	Bill Abbott	England	Graustark
1972I	Peter Weber	Germany	Mush
1972K	Peter Robertson	Austria	Ethil the Frog
	Graham Jeffery	Russia	
1972N	James Fish	Austria	Liaisons Dangereuses
	Don Pitsch	England	
	W. C. Harrah	France	
	Elliot Lipson	Italy	

1972AE	William Osmanson	Austria	Liaisons Dangereuses
1972AL	Elliot Lipson	Russia	ADAG
1972AN	Peter Bennett	France	Saguenay
1972AW	Henri Materne	France	Moeshoeshoe
1972BA	Andreas Lang	Germany	The Orphan
1972BH	Roger Miller	Russia	Euchanan
1972BP	Mike Honig	Germany	Arena
1972BU	Mike Rocamora	Italy	En Passant
1972BV	Phil Jones	Germany	Ethil the Frog
1972BX	Andy Davidson	England	Der Krieg
	Greg Ward	France	
	John Piggott	Italy	
1972CA	Geoff Corker	Turkey	
1972CB	Tim Tilson	France	Boast
	Gary Gehrke	England	Dune
	Paul Schwartz	France	
1972CG	Tom McMahon	England	sTab
	Bob Schoumacher	Germany	
	T. M. Worthington	Italy	
	Anita Hughes	Russia	
1972CH	David Fujihara	Turkey	
	Arnold Proujansky	France	Arena
	John Stevens	Germany	
	Arnold Vagts	Russia	
1972CL	John Koning	Turkey	
1972DE	Jeff Oliver	Italy	Ethil the Frog
	Mike Childers	Austria	Costaguana
	John Leeder	England	
	John Hendry	France	
	Jeff Key	Italy	
	Joel Klein	Russia	
1972DG	Jean-Luc Hanquin	Germany	Moeshoeshoe
1972DJ	Nigel Evans	Austria	Mad Policy
	Stewart Buckingham	Turkey	
1972EU	Karl Lintner	Austria	Moeshoeshoe
	Roland Prevot	France	
	Leo Niehorster	Germany	
1972GJ	Fausto Citeresi	Austria	Il Corriere Diplomatico
	Marino Marini	England	
	Franco Giannini	Germany	
	A. DePaulis	Italy	
	Rodolfo Bacci	Turkey	
1973G	Tom Eller	Germany	Jastrzab
1973O	Stan Wrobel	England	Big Brother





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